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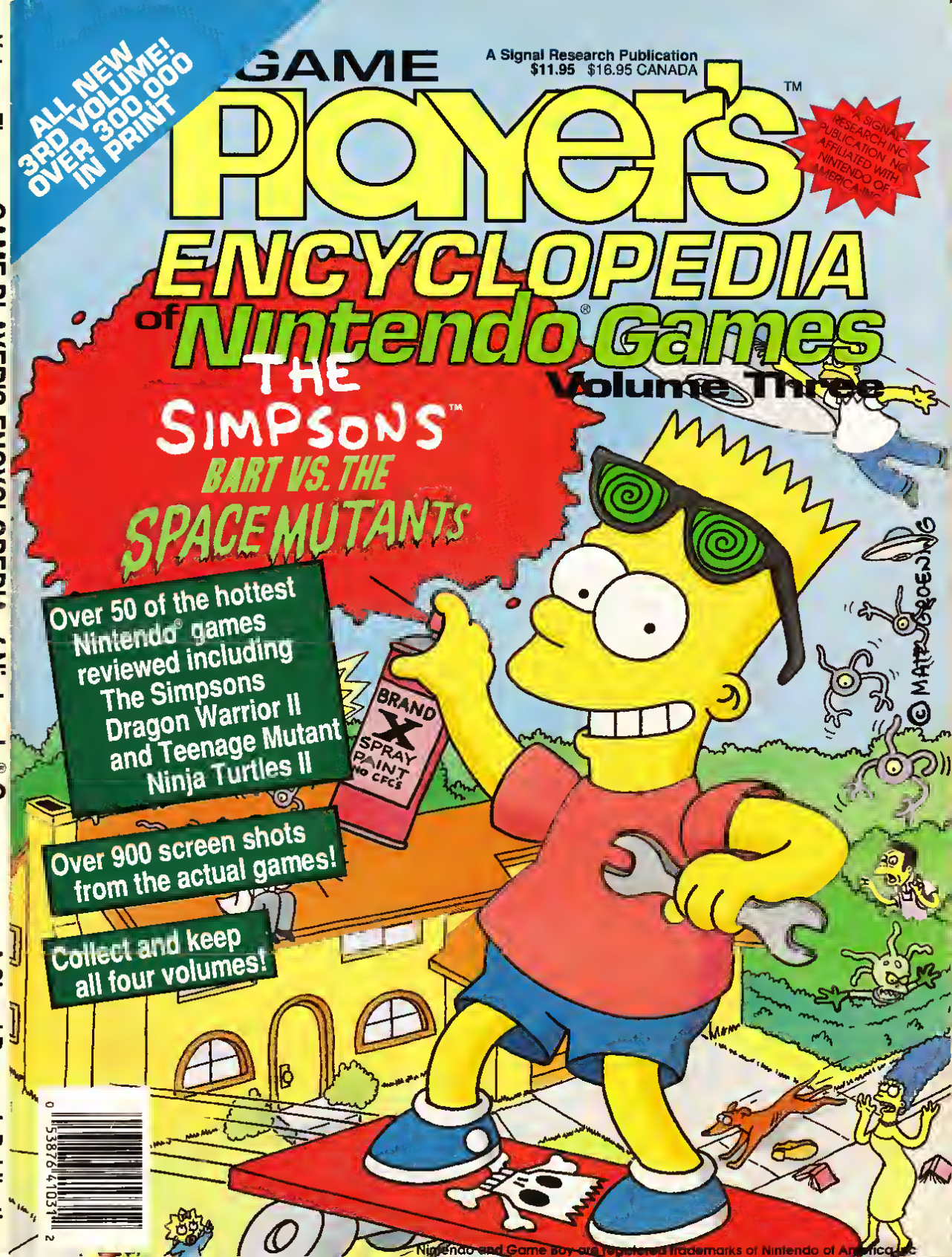
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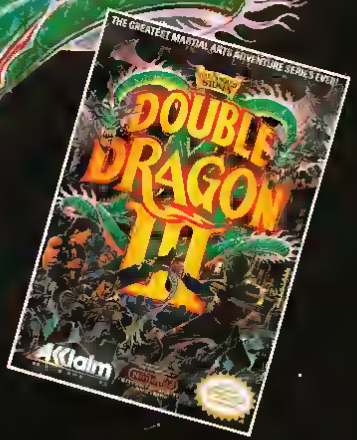
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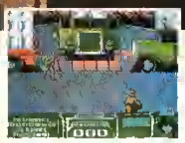
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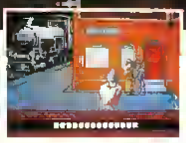
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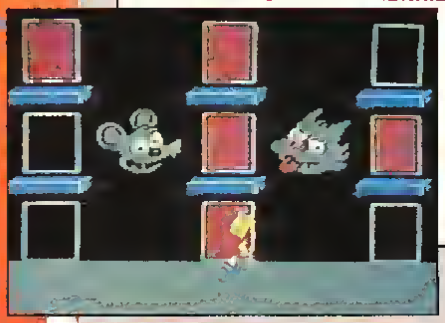
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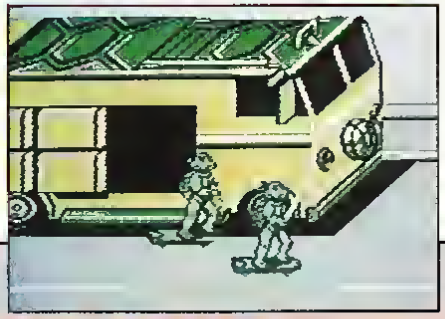
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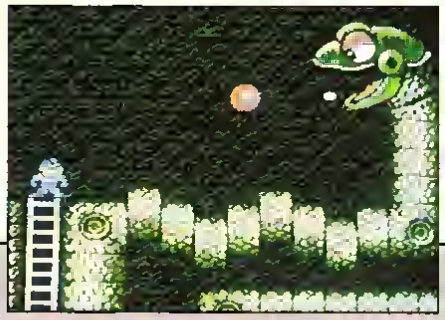
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EDITOR'S NOTES

One thing's for sure: Nintendo's still going strong. Despite the arrival of 16-bit contenders, the NES 8-bit software continues to sell — more than 100 million cartridges in 1990-91, as a matter of fact. And there's one major reason: the games produced for the NES are good ... and keep getting better.

There are more than 50 games in this collection, ranging from sports simulations to role-playing games to arcade shoot-em-ups. Not only do we provide a review of each game, but we've also provided you with some valuable tips to make it through each game. And, of course, there are hundreds of screen photos so you can see what the game's like for yourself.

In addition to the hottest games, such as *Castlevania III*, *The Simpsons*, *Teenage Mutant Ninja Turtles II*, *Dragon Warrior II*, *Gremlins II*, *Maniac Mansion*, *Mega Man 3*, and *Ultima: Quest of the Avatar*, we've also included some valuable features in this encyclopedia. There's a complete buyer's guide to controllers and other NES and Game Boy hardware; a feature on the Miracle Keyboard; a parents' guide to suitable games for children ages four to six; and background information on *Dragon's Lair* and *Little Nemo*.

Dozens of games, dozens of hints — dozens of hours of enjoyment. What could be better?

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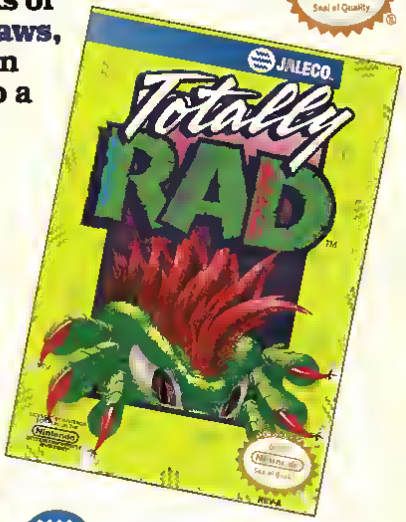
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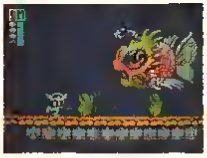


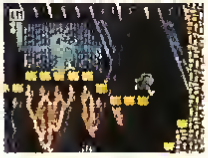
TOTALLY RAD IS TOTALLY RAD!


Excellent! Dude meets magician.


Bogus! Dude meets monster.


Take to the air, dude!


Whoa! Life's a beach.


Awesome! Dude goes underground.


Tubular! Totally weird war.

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New! For the Nintendo Entertainment System.®

NINTENDO GAME of the MONTH

Jeff Lundrigan

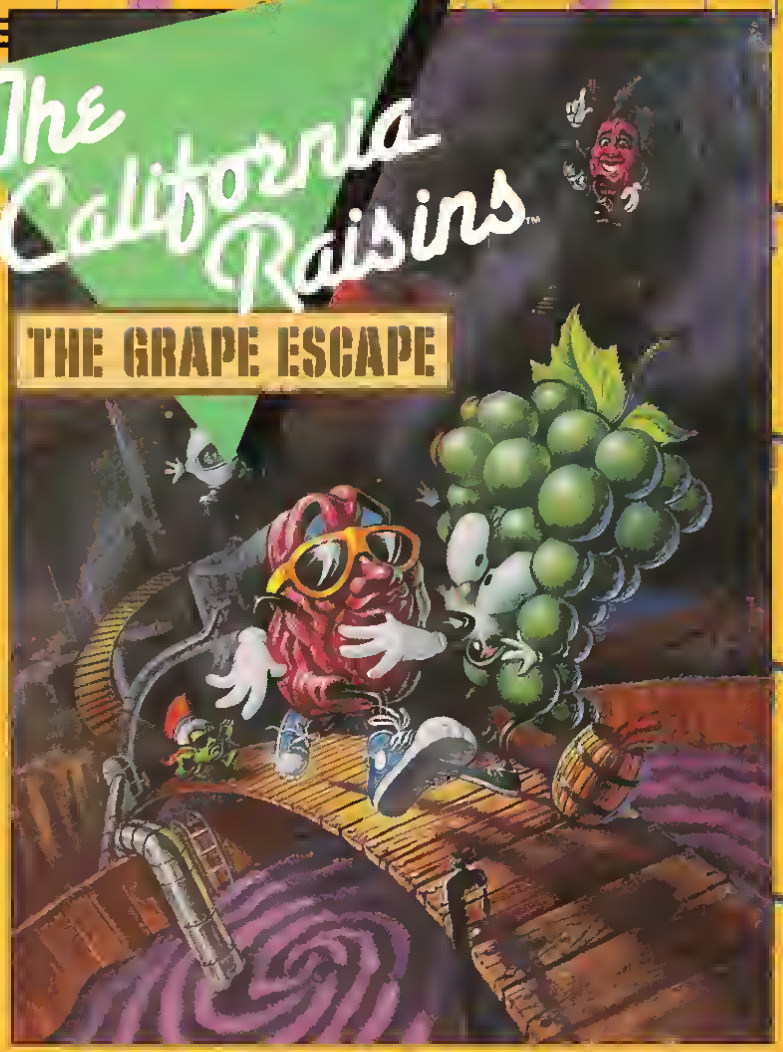
The California Raisins are making their first Nintendo appearance in a new game from Capcom, the same company which brought us *DuckTales* and *Chip 'n Dale Rescue Rangers*. Like those games, *The California Raisins: The Grape Escape* is especially recommended for younger players.

In this adventure, the Raisins are in trouble and it's up to you to save them. The Wild Bunch, a totally tone-deaf music group, has kidnapped the Raisins, stolen all of their music, and is holding them captive on the top floor of Sky High Studios. You may be just a wrinkled little raisin yourself, but *somebody's* got to do *something*.

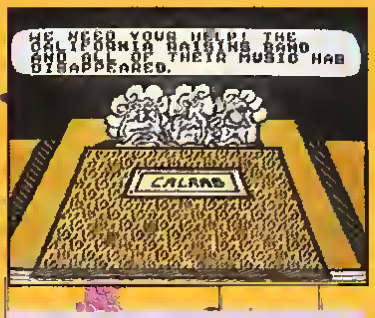
Your goal is to recover the four Golden Notes that will grant you entry into Sky High Studios, then make your way to the penthouse and set the Raisins free. It won't be easy, because an army of Sour Grapes and Bad Apples will try to stop you, and your only defense is your ability to hurl blobs of grape jelly.

Those rotten fruits deserve every drop of jelly you can throw at them, though, and it'll take every drop you have. If you don't succeed, the California Raisins will never make it to their next concert.

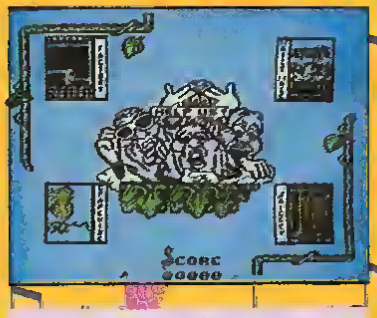




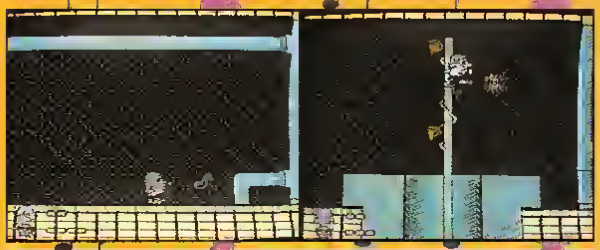
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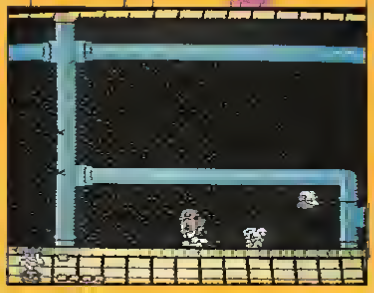
The executives of CALRAB (CALifornia RAisins Board) implore you to rescue their friends, the California Raisins. How can you turn them down?



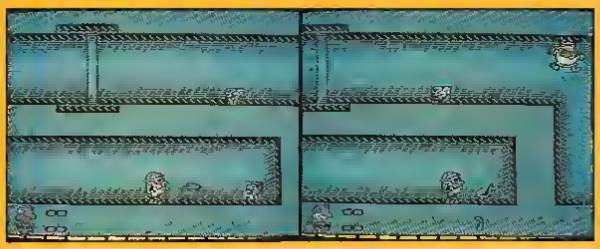
The game is divided into four sections, and you can tackle them in any order you want. It doesn't make much difference where you start, because none of the sections is really any easier than the others.



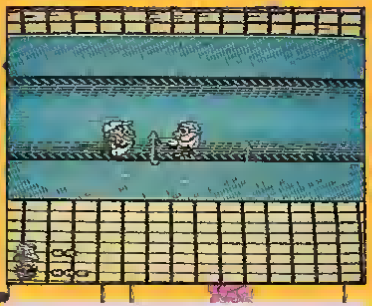
Two items are fairly common throughout the game. The notes to the Raisins' stolen music are scattered everywhere, so grab as many as you can. Sunshine symbols are a little more difficult to find, but they restore all your hit points. (Raisins love sunshine.)



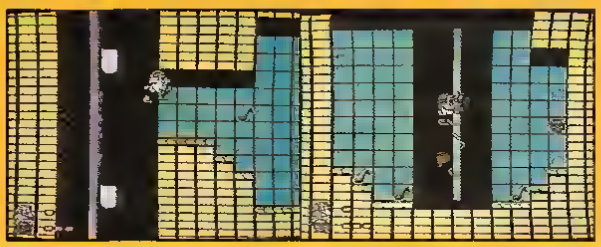
Look for these raisinettes, too. They give you an extra life.



Throw blobs of jelly constantly — musical notes, sunshine, and even extra lives are often hidden inside columns and walls. Only by shooting them will you find out if anything is inside. This column, for example, holds a note.



Among the first obstacles in the Jelly Factory are these spikes rising out of the floor. You can't jump over them, and they block your shots. Wait for them to drop, then run past. But first, make sure you shoot any enemies who are in the way.



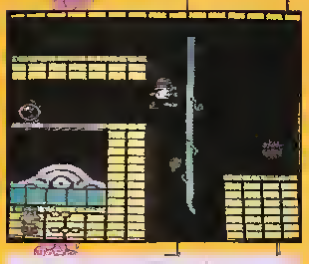
Catch a ride on this jelly conveyor by hopping onto one of the scoops, then jump off at the first level. Run to the right and you'll eventually come to a chamber filled with musical notes.



As you cross the jelly vat, this spacey character becomes a real pest. Wait until he's level with you, then shoot him with a blob of jelly. Another character will appear, but you'll have a moment to jump to the next platform.



Get back on the conveyor and ride all the way up. You'll find yourself running across the top of the main jelly vat. Watch out — those bubbles are deadly!



Be careful crossing this gap to get the sunshine. Although you can generally fall a long way without getting hurt, some drop-offs (like this one) are bottomless.



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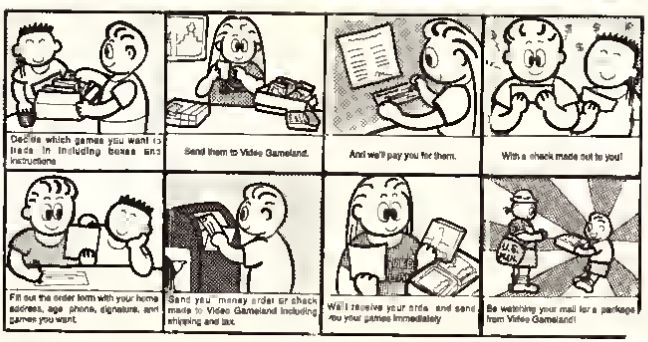
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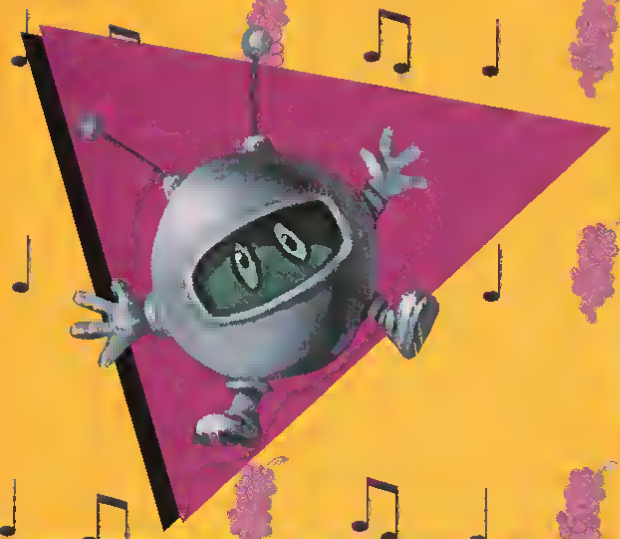
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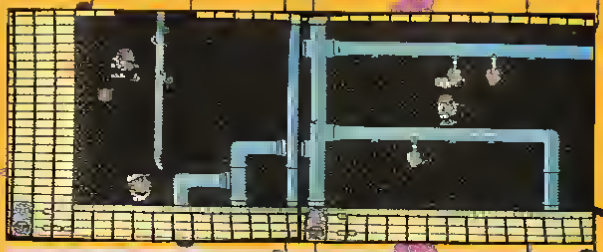
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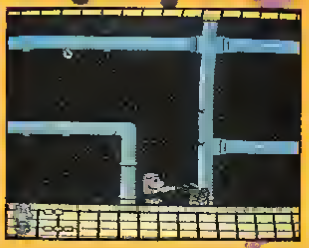
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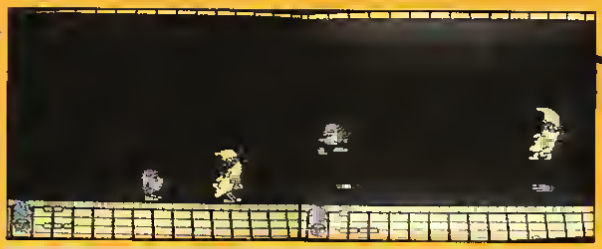




This I-symbol makes you invincible for a short time. You don't come across these symbols very often, and you won't stay invincible for very long, but they'll help you through some tough areas — like these tunnels with leaky steam pipes

These grape-stones become harmless columns when you shoot them with jelly. If you wait until they're in the right place before you shoot them, you can jump on the columns and get to places you couldn't reach on your own.





At the end of the Jelly Factory is the Banana Boss. He'll try to dodge your blobs of jelly, but just keep firing and jump out of the way when he shoots at you.



When you beat a boss, you'll be rewarded with one of the Golden Notes. After collecting all four, you can unlock the penthouse of Sky High Studios.



The first obstacle in the Maize Maze is one of the most difficult in the game: You have to cross this river by jumping from vine to vine. It might seem easier to hop across on the rocks below, but the rocks sink under you too fast.



This giant head will blast you if you're standing too far away, so stay close and shoot at its nose. If you score enough hits, the mouth will open to let you underground.

Once you cross the river, things get a little easier, but not much. The native Bad Apples have blowguns, and they're not afraid to use them.





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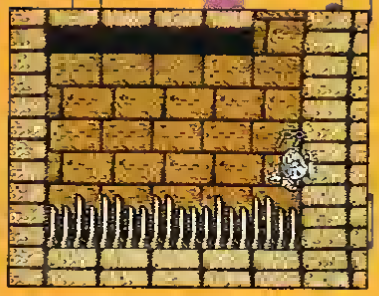
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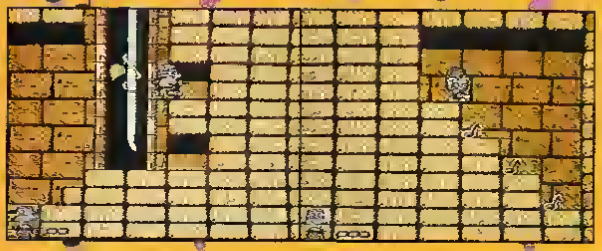


The Maize Maze really *is* a maze — and a dangerous one at that. Make one wrong turn and the consequences are deadly!



Sometimes these boulders come rolling down at you when you're climbing a flight of stairs. If you don't learn how to run backward and leap over them, they'll fall on your head every time.





Here and there are secret passages hidden in the walls. If you enter this alcove and keep walking, you'll find a series of chambers with lots of musical notes.

Climb all the way to the top of the vine and go left — you'll find an extra life.





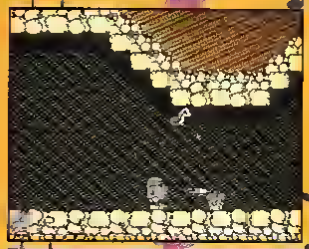
Climb back down the vine about halfway, then go left again. Keep going as far as you can. Behind the snake is another secret room.



Go down and left. A rock will drop from the ceiling, but if you keep moving, it won't hit you. Grab the extra life before going on.



Soon you'll meet the Corn Boss, who bleeds popcorn when he's hit. Watch out for the deadly corn kernels he sprays at you. Wait until he fires, run backward a few steps to dodge the kernels, then run forward so you won't get trapped against the wall.



Now you're in the Grapevine stage. It's full of objects you can reach only by shooting grapestones and using them for springboards.



When you climb up onto the Grapevine itself, enemy planes fly overhead and drop bombs on you. Run back the way you came and watch for a break in the rain of bombs.

WIN WIN WIN

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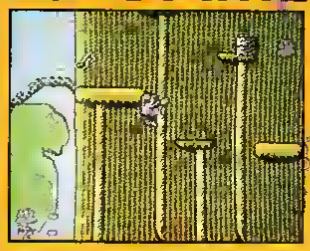
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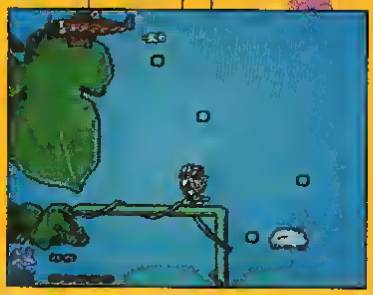
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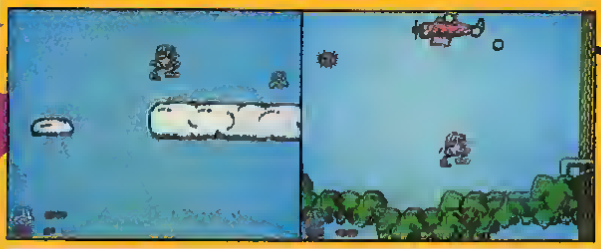
NINTENDO GAME of the MONTH



These vines aren't as hard to climb as the ones in the Maize Maze, but they have enemies crawling all over them. If you proceed slowly, you shouldn't have too many problems.

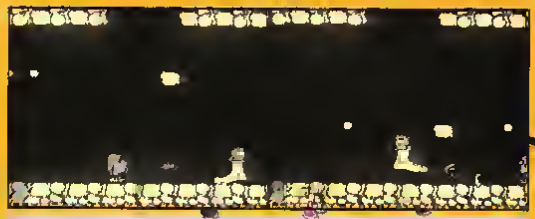


Back outside, the mad bomber is back.

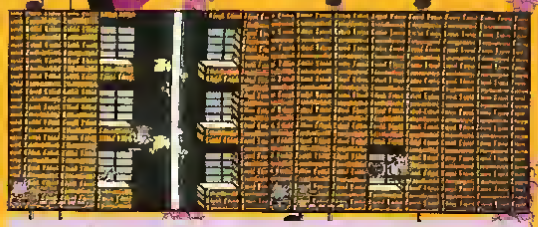


There are two ways you can go from here. Up above, on the clouds, you'll find an extra life, but the going is a little easier if you travel on the vine below. The bomber attacks you either way.





The Foot Boss is one of the most difficult bosses to beat. Not only does he try to stomp you, but rocks constantly fall from the ceiling. If you immediately go to the far right and get behind him, you should be safe. Keep throwing jelly to knock him backward and prevent him from stomping you until he's beaten.



The Juicery is almost as complex as the Maize Maze. Bad Apples are all over the place, and some of the passages lead to danger. But be sure to try all of these alcoves — you'll find another secret room.



Going all the way up the vine from the juice cellar will eventually bring you to these juice barrels. Above them — if you make it — is a room with a musical note.

Off to the right of the alcoves and down a vine you'll find the juice cellar. If you want a challenge, there's a musical note to the right and sunshine to the left, but the danger probably isn't worth the reward.





THE ANSWERS YOU NEED

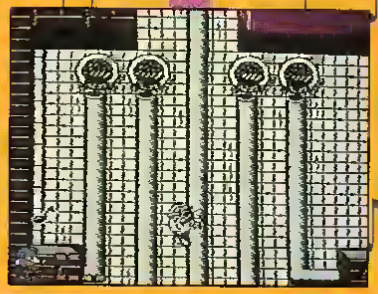
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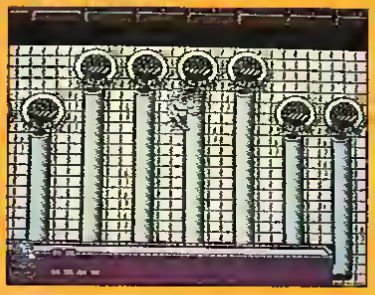
Travel all the way down the first vine (the one that goes past the alcoves) At the bottom of the vine is a very long drop, but the way is clear, as the helpful arrow indicates



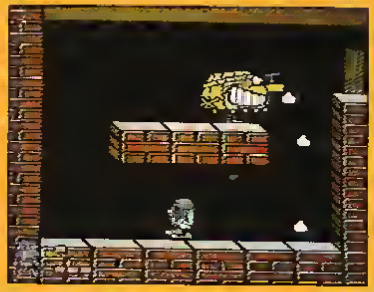
You'll find this pipe after a series of conveyor belts Pass up the temptation to grab the extra life on the right — you'll probably fall into the juice vat down below



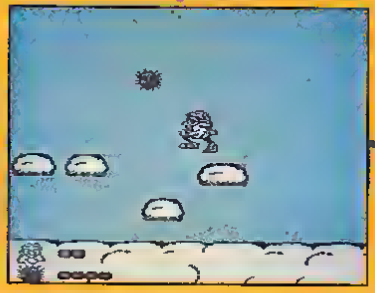
If you keep going up, you'll find some musical notes and sunshine but not the Juice Boss To reach the boss from here, go as far right as possible, climb as far up as you can, then go left



Making your way through these pipes is tough but not impossible The trick is to stay as near the top of the pipes as you can, while making sure you're below the top of the pipe you're jumping to



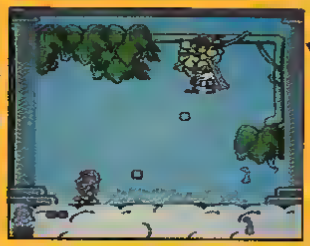
You can't jump high enough to hit the Juice Boss directly, but you can hit something else that'll hurt him — when you hit it, you'll know Wait in one spot until he stops moving, then dodge the juice he tries to drip on you



Once you've beaten all four bosses and found the Golden Notes, you'll return to the clouds on your way to Sky High Studios.



This cloud bobs up and down, so wait until it's low enough and then jump on it to reach the vine The only problem is that while you're waiting, the Centurion Apple will attack Each time you shoot him, another one appears



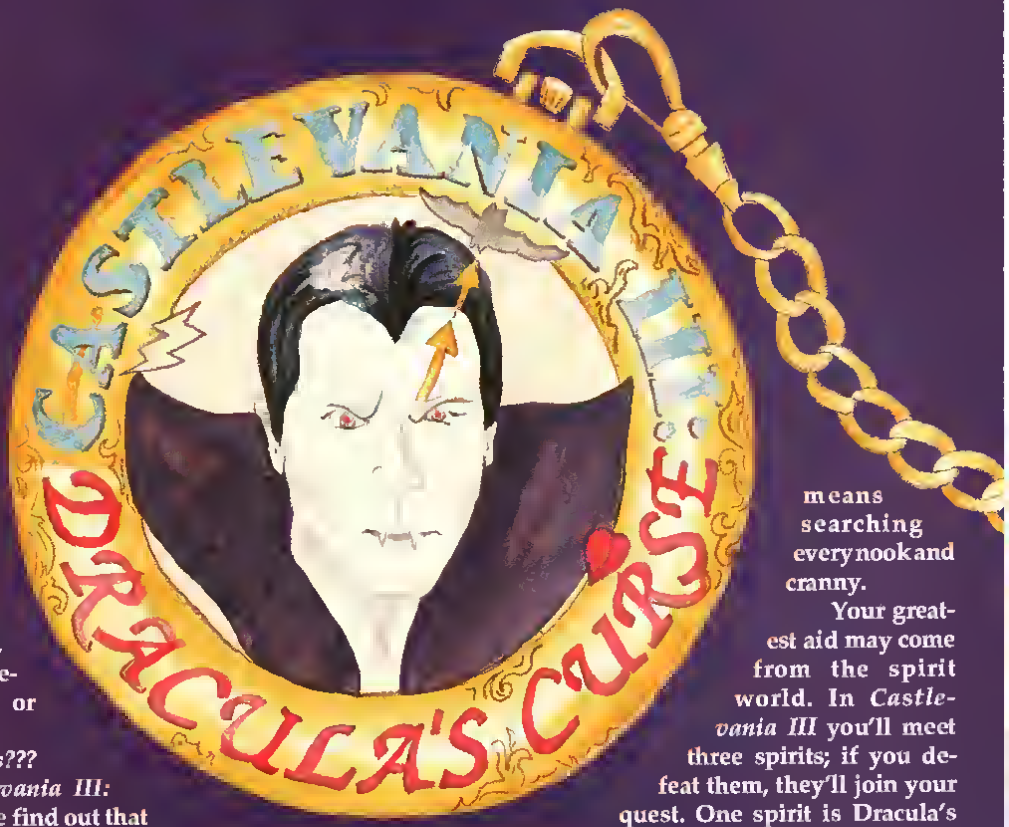
Like the Juice Boss, the Big Boss can't be fired on directly, but he does have a weak spot Again, you'll know when you hit it Don't give up — you're almost ready to rescue the Raisins!



GP

NINTENDO GAME OF THE MONTH

Stephen Poole



Some jobs are a family tradition. You've probably heard of families in which at least one member from each generation goes to sea, joins the army, becomes a fireman, or hunts vampires.

Hunts vampires???

Yep. In *Castlevania III: Dracula's Curse*, we find out that Simon Belmont — the fearless vampire killer in *Castlevania* and *Castlevania II* — wasn't the first member of the Belmont family to battle Count Dracula. Trevor Belmont, one of his ancestors, was busy combating evil a hundred years before Simon was even born.

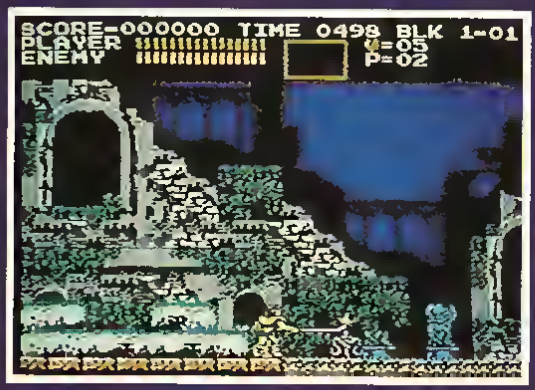
When the story begins, Trevor's village of Warakiya is eerily peaceful and quiet — but only because all the townspeople have fled after learning that Count Dracula has mustered a gruesome army of Slasher Skeletons, Swamp Dragons, and other evil forces. Poised at the Valley of Graveyards, Dracula's diabolic hordes are prepared to launch an assault that will ultimately leave all mankind buried in the Tomb of Terror. The only person who can avert this fate is Trevor Belmont.

As Trevor, you start *Castlevania III* armed with nothing but a whip. When you fight your way through each area, however, you'll find special weapons left by the unseen Poltergeist King. This mysterious king has also left powerful items, such as a pocket watch (to freeze your enemies in time), invisibility potions (to make you invisible *and* invincible), and a rosary (to destroy all enemies in sight).

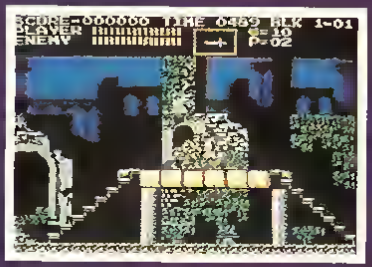
Neither the weapons nor the items are in plain view, however. You must find each one, and that means searching every nook and cranny.

Your greatest aid may come from the spirit world. In *Castlevania III* you'll meet three spirits; if you defeat them, they'll join your quest. One spirit is Dracula's son, Alucard. ("Al-ucard" is "Dracula" spelled backward.) He can shoot fireballs, but his greatest power is the ability to transform into a bat (although he can't attack in this form). Another spirit, Grant Danasty, is a ghost pirate who can walk on walls and ceilings. The third spirit, Sypha, is a mystic warlord who uses flame, ice crystals, and lightning bolts against his enemies.

Your task is enormous, and your opponents countless. But at least you don't have to worry about carrying on a tradition — in *Castlevania III*, you just have to start one. After all, you wouldn't want the as-yet-unborn Simon to be ashamed of his heritage, would you?



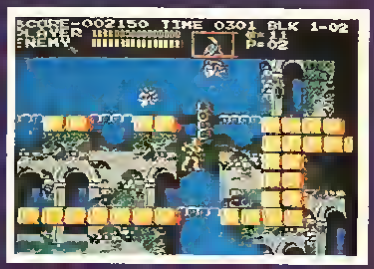
Grob the Mystic Whip icon to chonge your simple thorn whip into the powerful choin whip. It's your primory weopon, ond probably the most useful.



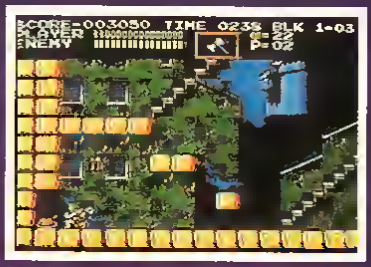
Lorge heorts ore worth five smoll hearts. The number of hearts you've acquired determines how often you con use speciol weopons.



Bots try to get in your hoir ond droin your lite strength os you climb these stoirs. Be reody with your whip when you reoch each londing.



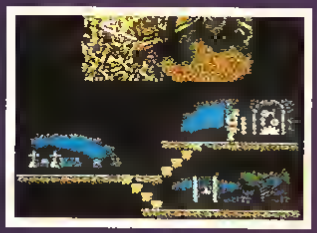
The blue sections of the costle floor ore like revolving doors. Be coreful when leoping to dodge the flying Meduso heads, especiolly if the blue section you're on is directly obove onother.



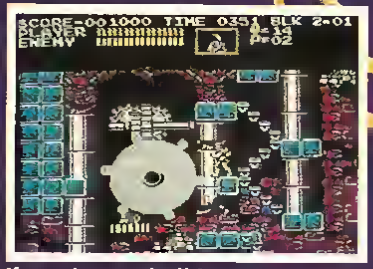
Reol vompire hunters don't eot quiche. Only leg of werewolf can sate Trevor's oppetite — ond replenish his life meter.



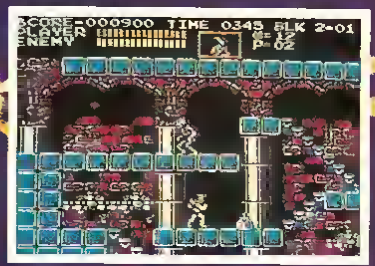
The stoge 1 boss is foirly eosy to deteat. Just mointoin your distonce ond keep hurling your knives.



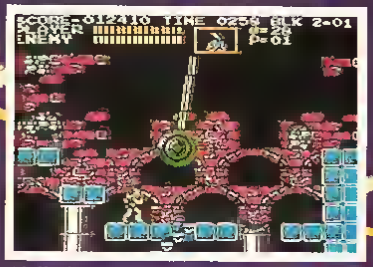
At certoin points in the gome, you'll come to forks in the poth leoding to Droculo's loir. In this case, Trevor wisely chooses the upper poth, which leods to the Clock Tower of Untimely Death.



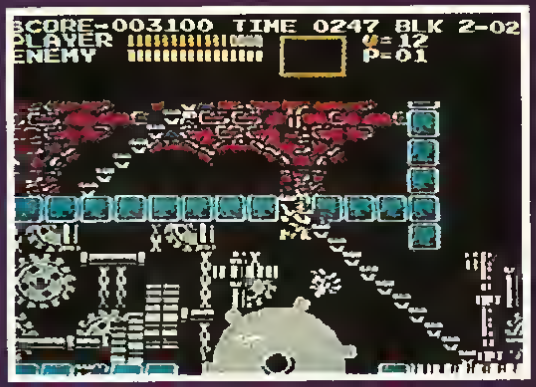
If you hop onto this cog, you con ride it to the left woll. Once there, kneel ond snop your whip to uncover o lorge heort.



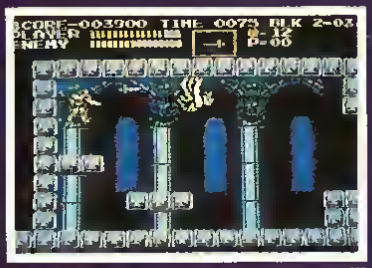
Normolly you'd snotch up this socred water, but the pocket wotch you ocquired earlier is more effective ogoinst the flying Meduso heads you'll soon meet.



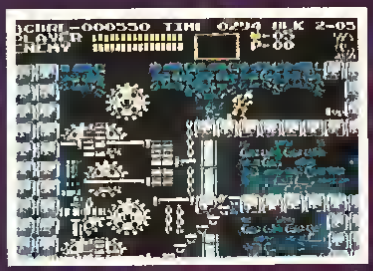
At first you might be wory of this pendulum, but it's reolly your transportation ocross o goping chasm.



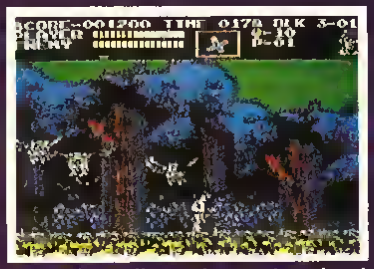
The Meduso heods ore really pesky. If you held onto your pocket watch, now's a good time to freeze your foes ond skedoddle up the stoirs.



At the top of the Clock Tower you'll foce Gront Donosty. Hurl knives while ovoiding the oxes he drops from the ceiling. If you defeat him, he reveols his true self ond asks if he con join you.



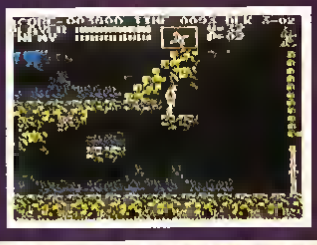
Only the nimble Donosty con reach this bonus life. To moke him wolk on the celling, press ond hold up on the directionol pod, then press right or left.



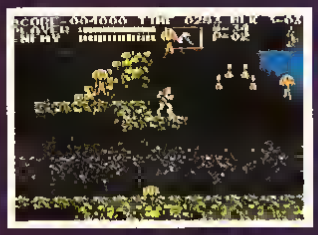
You'll foce these horned owls at the stort of stoge 3. Use your banshee boomerong ond odvonce slowly — fighting more thon one of them at o time meons olmost certain death.



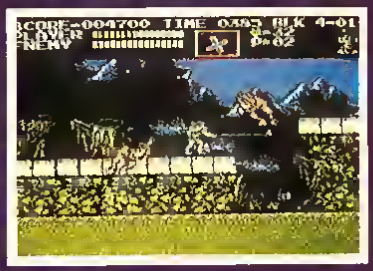
You con't kill this Slosher Skeleton. Whip him, then roce up the stoirs before he con rise agoin.



The ledge to Trevor's left contoins o tosty leg of werewolf. Use your Mystic Whip to uncover it — you'll need the energy for whot lies ohead.



Hold back your impulse to whip these jellyfish. They multiply when hit, so try to avoid them os you odvonce.



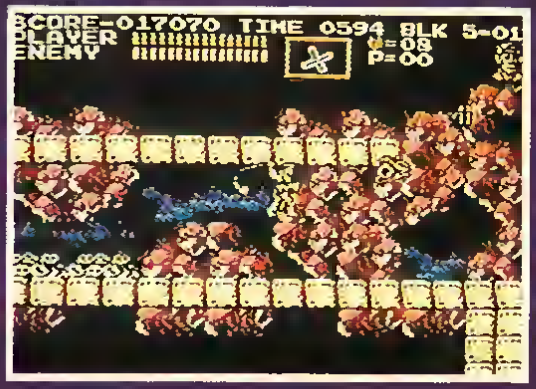
These devilish omphibions con droin your life force by londing on you or lashing out with their poisonous tongues. Keep moving; if you're knocked into the muck, you con stay oheod of them by jumping.



Hitch o ride on this flooting platform to ovoid the serpents below. Don't relax, though, becouse the bats will try to knock you from your cot-bird seot.



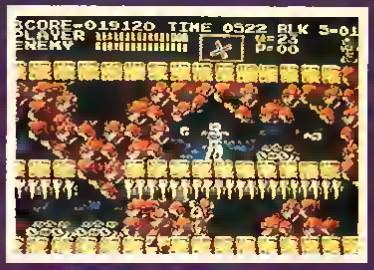
The end of stoge 4 is guorded by this huge green bat. It multiplies when whipped, but don't stop loshing — when the bats stop multiplying, they con be killed eosily. Find o safe comer ond keep whipping.



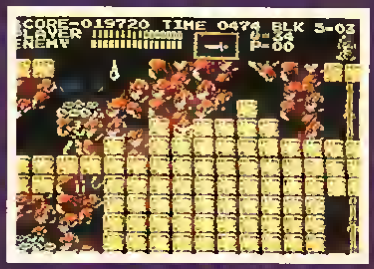
The floating eyes at the start af stage 5 release draplets af carrasive acid. Put them aut af the picture by leaping up and whipping them.



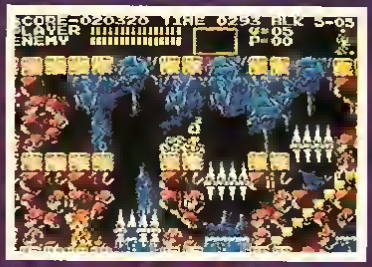
Grant Danasty's acrabatic powers can earn yau bonus paints here. Ta reach the candle, leap up ta the ceiling, then crawl ta the right and up the side af the ledge.



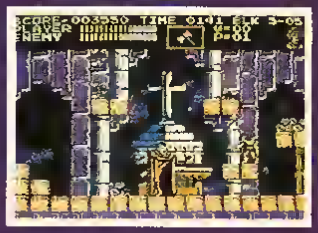
Avaiding these slaw-maving múmmies is na prablem, but yau might find things a bit trickier when they begin ta thraw their wrappings at yau.



It's better ta keep maving than ta wait far the acid ta dissalve a path ta the candle belaw — it's anly warth ane heart.



Jumping aver these spiked platfarms requires a delicate tauch. Mave as clase as possible ta the edge af each stane calumn, then jump when the spikes are at the bottam af their descent.



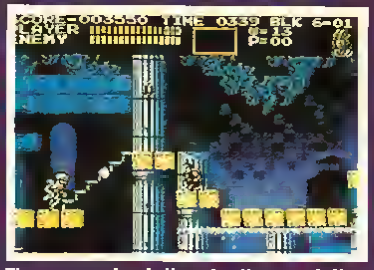
Alucard, the stage 5 bass, releases bats and balls af flame when he apens his cape. The bats can't hurt yau, sa dadge the flame balls while striking blaws ta his head.



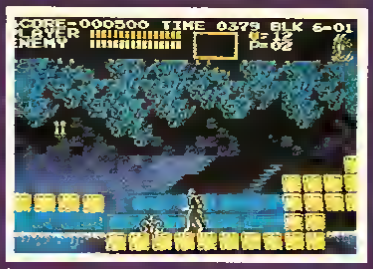
Alucard is Dracula's san, and ance defeated he'll ask ta help yau in yaur fight against his father. Accept his affer — his ability ta change inta a bat will be crucial later in the game.



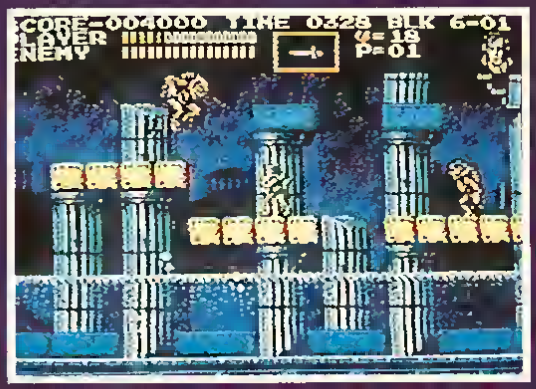
Trevar might have trauble with all the different enemies and crumbling stanes at the end af stage 5, so take advantage af Alucard's pawer ta safely soar thraugh this scene.



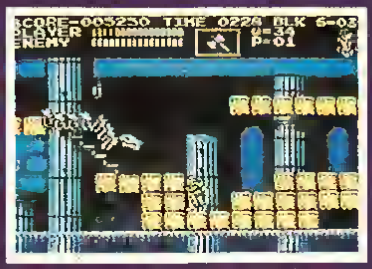
The guard at the bottam af the stairs cauld pose a prablem for Trevar. Change to Alucard, then stand at a distance and blast the guard with the balls af destructian.



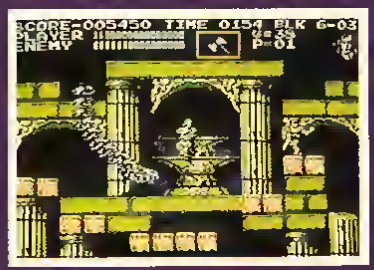
It's important ta upgrade Trevor's whip, but yau can improve Alucard's firepawer, taa.



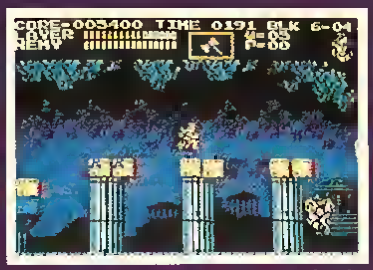
Is this Tronsylvonio or Atlantis? Yaucan tell when one of the gill-men will emerge tram the submerged ruins by looking tor o telltole shodow in the wo-ter.



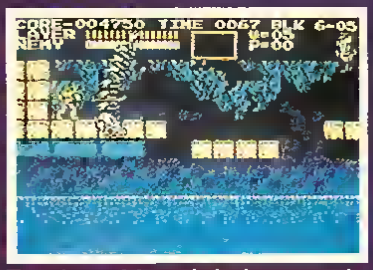
Yau'll encaunter severol of these skeletol drogons. It's eosier ta chonge into Alucord and "wing it," but it you deteat o drogon, you'll eam severol hearts or bonus points.



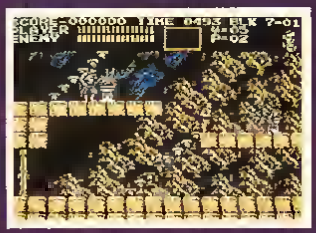
This tloating drogon looks like the stage boss, but he's not. He's octu-olly easy to beat. Afterword, haw-ever, o torrential tlaod pours thraugh the ceiling.



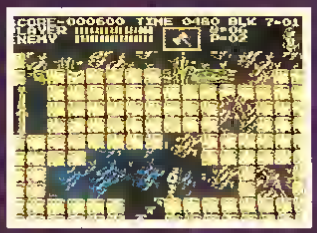
These racks crumble os you try ta escope the rising water. Keep run-ning, ond have yaur whip reody in cose yau're horossed by gill-men.



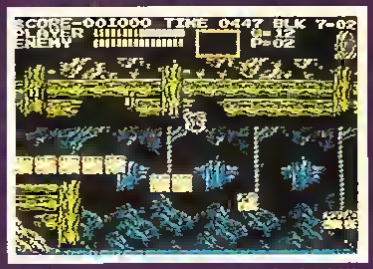
The stage 6 boss is just as easy to destroy os the lost drogon you en-countered.



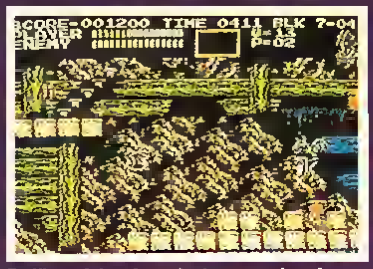
Timing is cruciol here. Wolt until the lawer guord is at the tor right, then step up ond quickly whip him twice. To kill the sec-ond guord, leop ond use your whip.



You can eliminote both of these devil dogs with one throw at yaur ox. If you olm tar the upper dog, the ox will hit the lower one on its woy dawn.



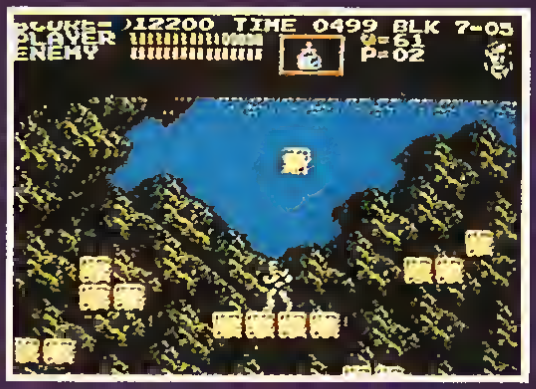
It will cost yau a tew heorts, but it's probobly best to tronstorm inta a bot ond tly across this water. Avoid the untriendly bats.



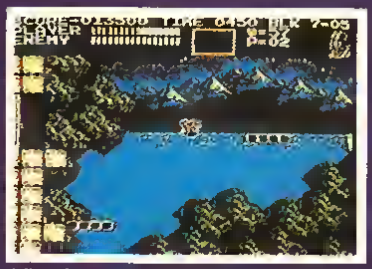
Falling blocks of stone roin down on you in this orea. Dosh through the talling blacks, then change inta a bat to reach the stairs obove.



This green bat is easily dispatched. Kneel in safety in the lower right corner, then stond ond use your whip (or speciol weopons such as the dogger ar ax, if you have them).



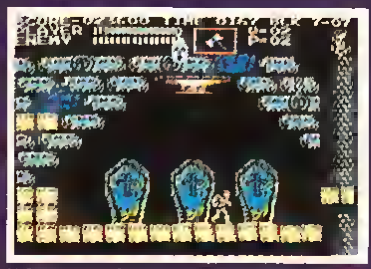
You'll have ta go a little botty if yau hope to advance here. Fly upward to the first flame, whip it, then fly up to the second flame.



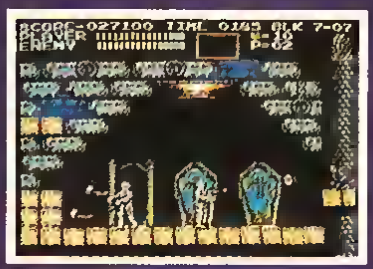
After battling spiders and ravens, you'll come to this abyss. Fly ta the left, then land on the ledge below the daor to pick up a banus lite hidden in the wall. A platform will take you up to the door.



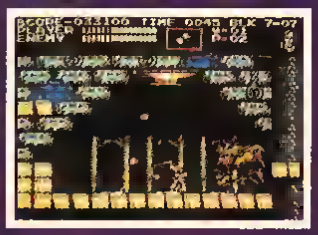
Here's where that bonus lite will come in handy! You've gat a long climb ahead at you before reaching the boss of this stage.



When you find these three caskets, get ready tar a long battle. Each casket cantains creatures determined to prevent you from reaching their master.



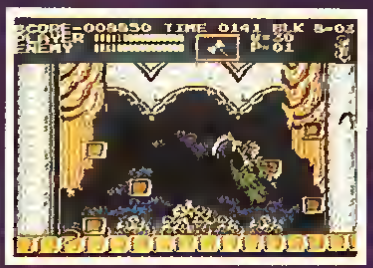
Alucard's balls at destruction are weak, but he can safely fire a continuous stream at the mummies and the wrappings they toss.



Uh-oh — this fellaw is *big*. Keep moving ta avoid his fireballs as you whip him. The battle ax is the best weapon to use against this fiend.



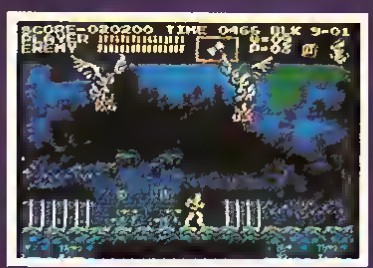
Kneel and whip this wall for some scrumptious and rejuvenating leg of werewalf.



Caunt Dracula has enlisted even the Grim Reaper in his murderous army. Your trusty whip is effective, but using it means getting close. The battle ax seems more suitable for this encounter.



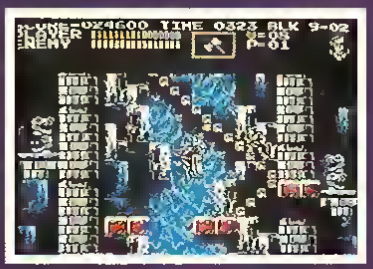
If you destroy the Grim Reaper, this huge face fills the screen. Fortunately, size isn't everything. If you have even a little strength left, you shouldn't have too much trauble here.



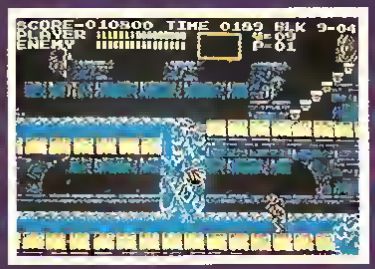
These devil dags have appeared throughout the game, but now they're airborne! The winged furies drap them toward you like a demonic version af air cavalry.



Don't try to run under these spikes — hop on top to knock out the two condles. You'll earn a large heart and an ax.



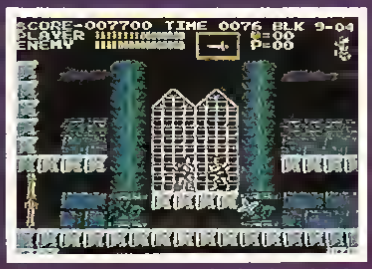
It's hard to concentrate on the flying demons, because the stone heads shoot fireballs as you climb. You can whip the fireballs before they hit you, so keep lashing.



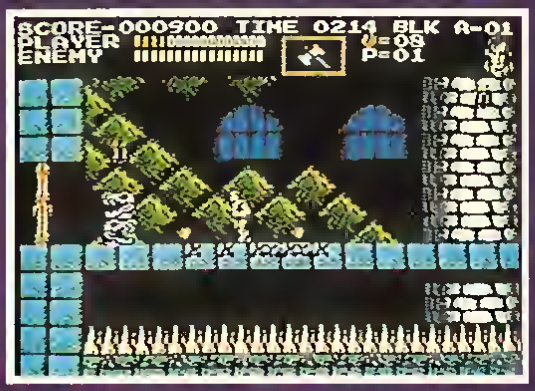
You'll have to turn into a bat to get to the upper level of this aqueduct. Fly through the opening, then head toward the stairs.



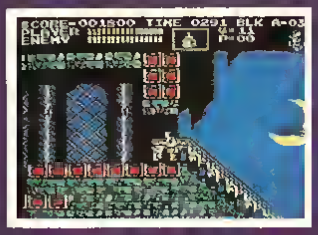
Here are some more revolving floor sections, but they aren't as easy to spot because the floor is all one color. If you have enough hearts, you should fly across this area.



No, your mind's not playing tricks on you — you must battle yourself in a deadly parody of shadowboxing. If you stay on the move, you should be able to defeat your evil counterpart.

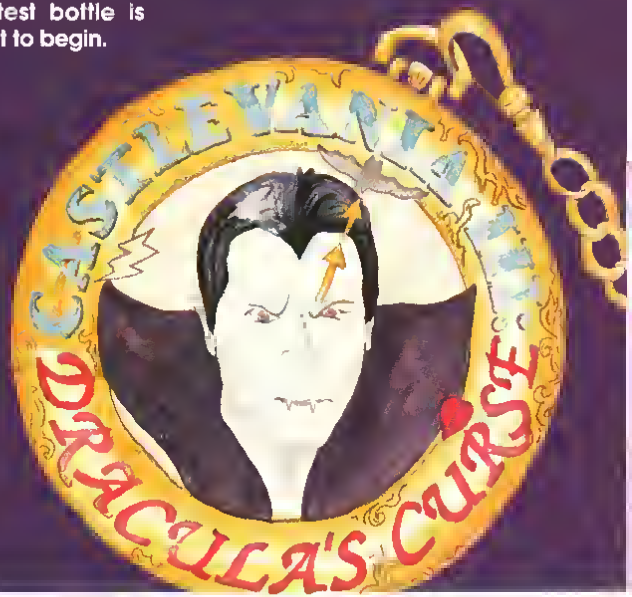


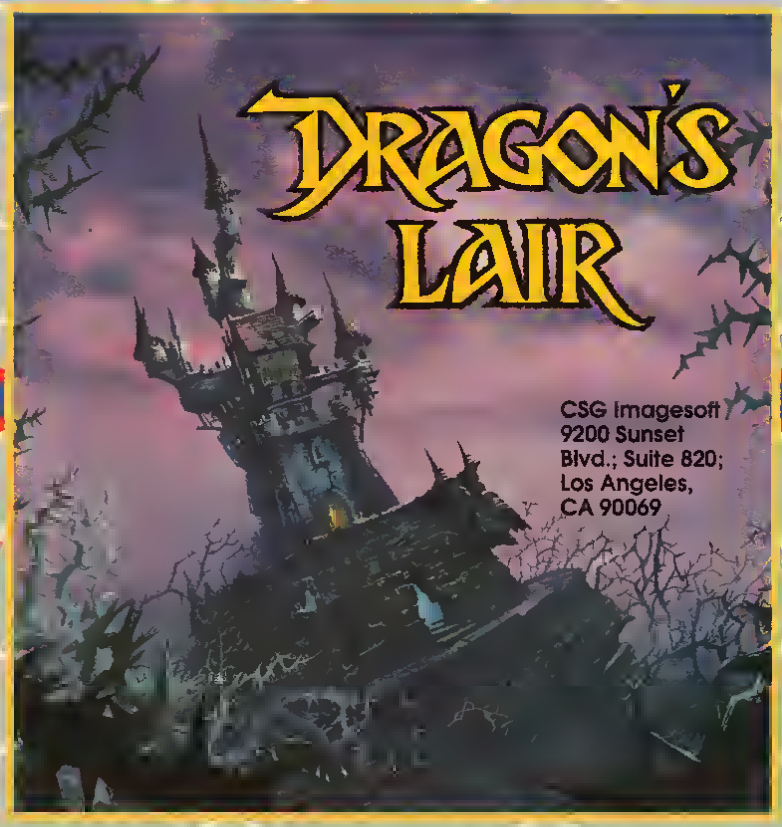
The Pillar of Bones marks your arrival at the gates to Dracula's inner sanctum. Your greatest battle is about to begin.



It will take all your cunning, strength, and resourcefulness to destroy the King of the Undead. Can you stop his plan to enslave all mankind?

GP





RE-CREATING A CLASSIC

Stephen Poole
Lance Elko

When *Dragon's Lair* was first introduced in arcades back in 1983, it caused quite a stir. It wasn't because of the plot or action — there was nothing really new about a knight trying to rescue a damsel in distress. The hullabaloo was caused by the game's incredible cartoon-style graphics and animation.

The critical and popular success was music to the ears of Rick Dyer, president of R.D.I. Video Systems, who conceived the idea for the story and characters in 1979. Working from the initial plans he drew on cash-register tape, Dyer moved his images onto film strips to sequence the game's events.

In the next couple of years, two things happened: video laserdisc technology became available, and Dyer saw *The Secret of NIMH*, a cartoon created by former Disney animator Don Bluth. Dyer decided that true cartoon animation was a must for his game.

The result was the coin-op version of *Dragon's Lair* — but it was an expensive project. Producing the game required an investment of nearly $2 million (each arcade unit needed a Pioneer laserdisc player at about $800 a pop) and about 73,000 man-hours in animation development time. The cost of the game dripped down to consumers as well — a single game of *Dragon's Lair* cost players 50 cents, an astronomical price at the time.

Dragon's Lair gave the slumping videogame industry a much-needed shot in the arm, and its success led to predictions of a slew of games using laserdiscs to bring top-notch animation to gamers. But laserdisc games never really caught on. A version of *Dragon's Lair* was released for the Amiga computer in 1989, but players said that the game's great looks couldn't make up for its spotty gameplay.

Now *Dragon's Lair* has arrived for the NES, and chances are you've never seen any home videogame like it. The story is the same as in the arcade version: As Dirk the Daring, you must rescue Princess Daphne from the wicked sorcerer Mordroc. That means finding and defeating Singe, Mordroc's pet fire-breathing dragon and Daphne's personal sentry. As you move through Mordroc's castle and on to Singe's cavern, you encounter poisonous snakes, vicious trolls,

thirsty vampire bats, and all sorts of dangerous obstacles.

The main complaints with the arcade and Amiga versions of *Dragon's Lair* were that the game play was tricky, and that you didn't have enough control over Dirk. But that's not true of the NES edition. You control everything Dirk does — you even flap his arms and legs so he can use a mighty gust of dragon's breath to fly over a deep abyss in the Gold Mines.

If you like games that require a lightning-fast trigger finger, you might be put off the first time you play *Dragon's Lair*. While it's not as fast-paced as some other games, it still requires quick reflexes and exact timing. It only takes one wrong move to see Dirk the Daring transformed from a tall, proud knight into a crumbling bag of bones. If you grow frustrated at certain points in the game, keep in mind that there is a way around every obstacle and danger. Often, a slight change in your approach will spell success.

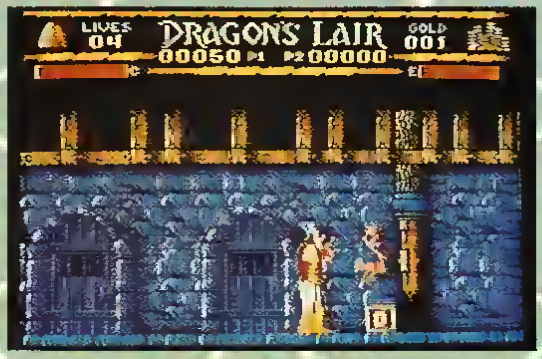
But it's the rich graphics and incredibly smooth animation in *Dragon's Lair* that set it apart from other games for the NES. You'll be amazed at how natural Dirk appears as he lopes through Mordroc's castle. When he comes to a hole he must jump over, he crouches before springing into the air; as he walks you can see his shoes bend with every step. Sometimes the movement is so hypnotic that you have to make an effort to keep your mind (and your eyes) on the job at hand.

There are four levels in all, each filled with unique hazards and special obstacles. Don't expect to start another level as soon as you complete one of them, though. You have to ride down an elevator and choose an area of the castle to explore next. If you make the wrong choice, you could find yourself standing outside at the drawbridge to the castle or at the start of the level you just completed.

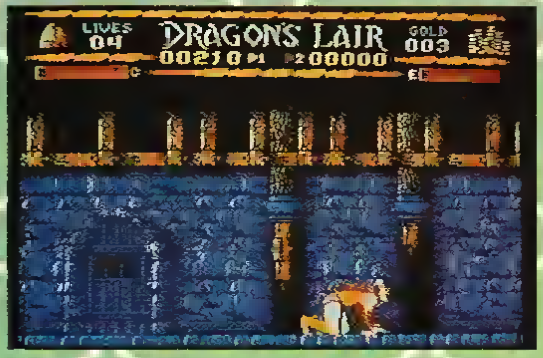
Dragon's Lair is difficult even for experienced gamers, and it might be a bit much for younger or novice game players (although children would probably love the animation). If games can look this good on an eight-bit videogame machine, it really makes us anticipate what lies ahead when the 16-bit Nintendo system is introduced.



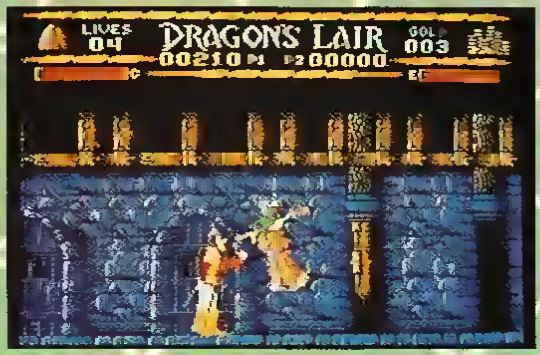
You begin the game at the entrance to Mordroc's castle. Stand back as far as you can while throwing daggers at the dragon in the moat, and be sure to duck as soon as a fireball leaves the dragon's mouth.



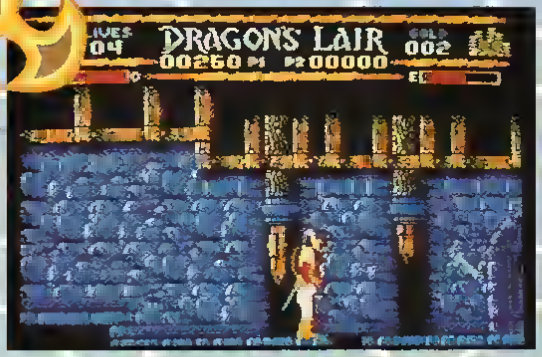
After you've passed the first two doors in the castle, watch out for this snake which slithers out of the wall. Start tossing daggers as soon as it appears — Dirk the Daring has no antidote for this serpent's bite.



Dirk can get through these rising and falling doors by walking upright, but it's safer if he crawls through instead.



It won't be long before you meet the Floating Lizard King. If he touches Dirk, you lose all the gold you've found — so hurl knives the second you spot him.



You can't crawl under these rising and falling doors because of the hole in the floor between them. Dirk's head *can* hit the ceiling, so be sure to jump as lightly as possible to get over the hole.



At the end of the hallway, you must battle an entire nest of those pesky snakes. Fortunately, only two appear at a time.

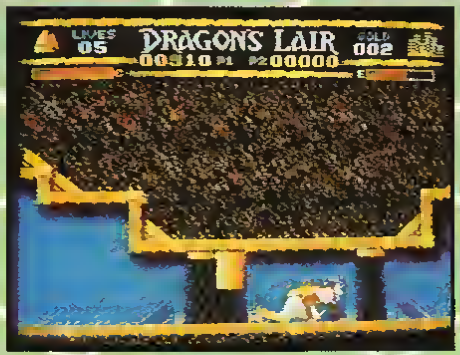


If you weren't able to avoid the Lizard King, you can go to the treasury to reclaim the gold that's rightfully yours. Crawl under him, then climb on the chair and leap to grab the "G" icon.



Once past the snakes, you'll take a ride on this medieval elevator. Move Dirk to the edge of the platform and be ready to jump when it stops.





These three doors rise and fall in succession. If you go through the one on the left as soon as possible, you'll get through all three doors without stopping.

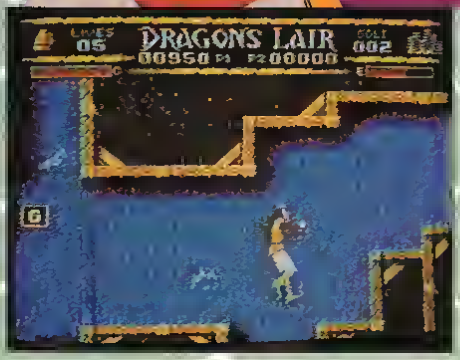


You stand a better chance against the Lizard King when you're in the Gold Mines. Instead of running away, stand your ground, face him, and throw as many knives as you can.

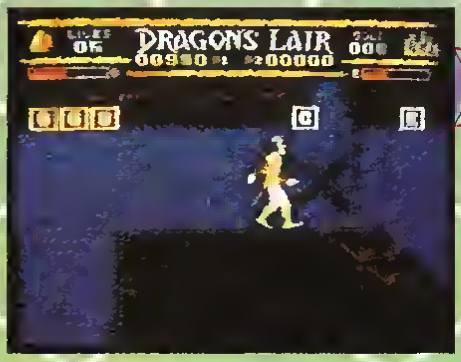




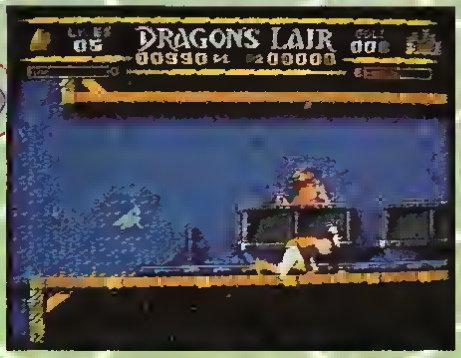
The gold above you is enticing, but it takes excellent timing to grab the treasure and land on the moving platform.



It sure looks goofy, but the only way you can get across this pit is to flap your arms and pump your legs. Wait until the dragon's breath grows louder (and stronger) before starting your flight.



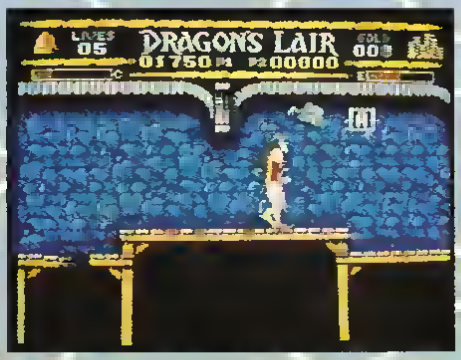
In some parts of the mines, you must use a candle to see. Use it sparingly though — there are several pits just ahead that you can't cross in the dark.



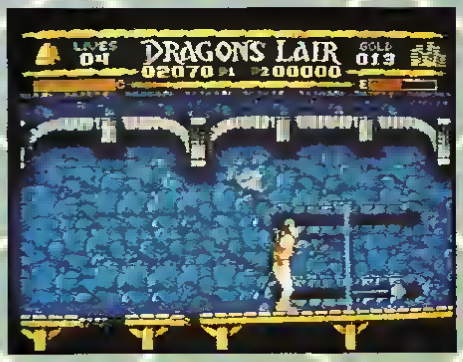
At the end of the mines, these vicious trolls stand up and unleash volleys of rocks. If you stay low and keep moving, you should reach a point where you can stand and attack them from behind.



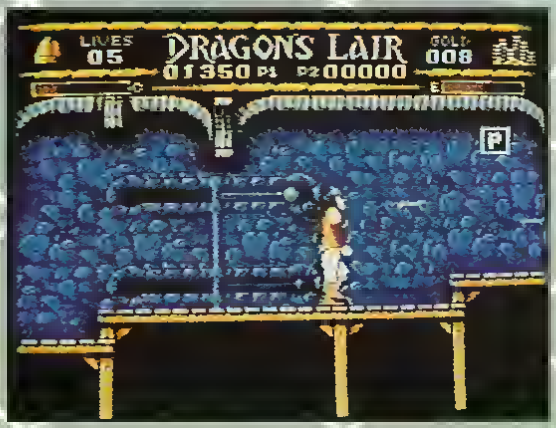
This skull near the start of the Hallway of the Grim Reaper bobs and spins while shooting at you. You can't kill it, but if you hit it with a knife, it stops bobbing so you can move safely past it.



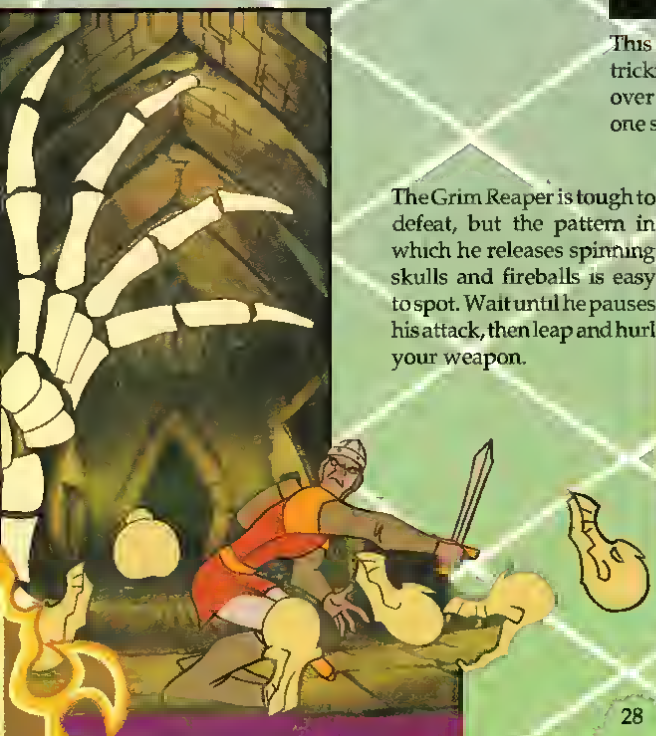
Since this ghost can't be killed, let him go down and up twice before attempting to pass underneath him. Grab the "A" to replace your dagger with an axe.



One blow from these rotating arms can be fatal, so study the pattern carefully before making your move.



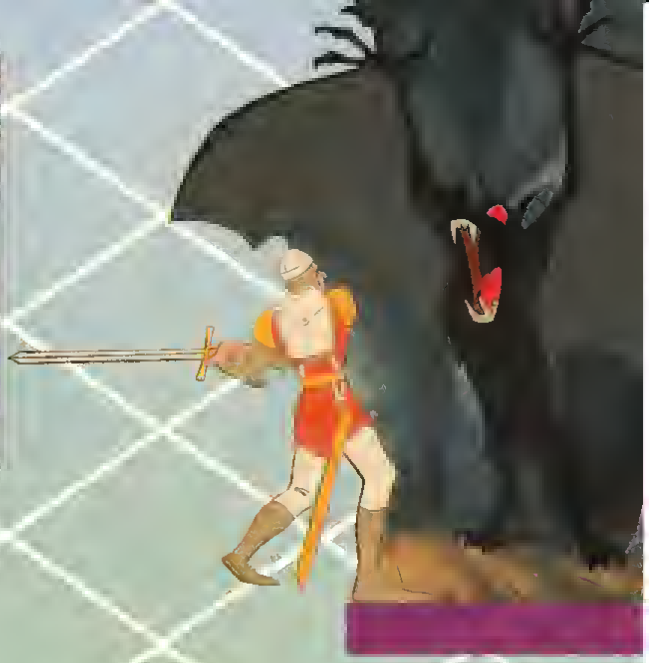
This set of rotating arms near the end of the hallway is trickier than any you've seen thus far. It's best to jump over the lower arm as it approaches, kneel as the upper one swings around, then jump over the lower one again.



The Grim Reaper is tough to defeat, but the pattern in which he releases spinning skulls and fireballs is easy to spot. Wait until he pauses his attack, then leap and hurl your weapon.







Even if you manage to make it through the caves and swamps leading to Singe's cavern, you still have to defeat the mighty fire-breathing terror. Singe won't relinquish Princess Daphne without a fight, so brace yourself for a long and difficult battle.

BEHIND THE SCENES

If you know anything about how movies are made, you'll see that making the Nintendo version of *Dragon's Lair* wasn't very different. In 1979, while Rick Dyer was drawing Dirk on cash-register tape, animator Don Bluth was doing the unheard-of — he was leaving a dream job at Disney Studios. He and two other employees, Gary Goldman and John Pomeroy, set up shop in Bluth's garage with an ambitious goal: to restore the classic animation techniques they felt were being abandoned by Disney.

Besides Bluth's personal work on two laserdisc videogames — *Dragon's Lair* and *Space Ace* — the team produced a pair of feature-length animated movies: *Banjo, the Woodpile Cat* and *The Secret of NIMH*. Both met with great success. In 1984, they forged a partnership with financier Morris Sullivan and established Sullivan Studios in Van Nuys, California. It was there that the smash-hit movie *An American Tail* was produced.

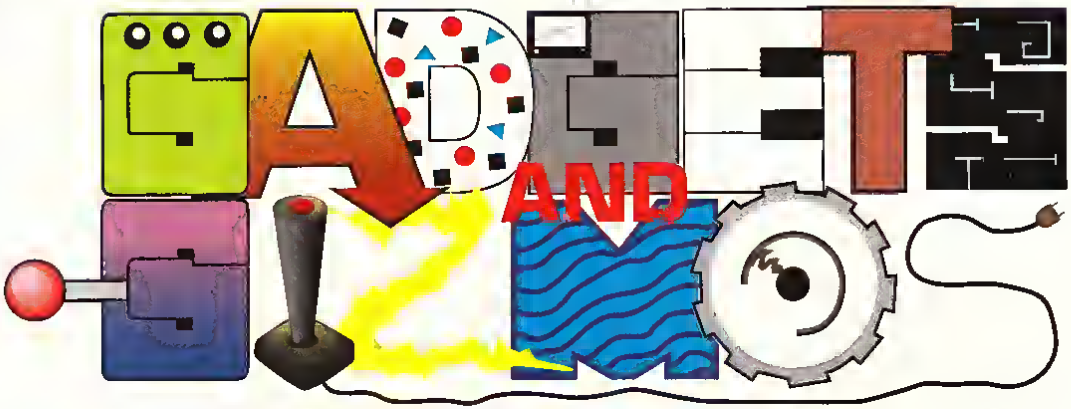
In 1986, the company moved to Dublin, Ireland — where the government levies no taxes on the arts — and changed its name to Sullivan Bluth Studios. Since then, Sullivan Bluth has produced two more hit movies, *The Land Before Time* and *All Dogs Go to Heaven*.



The company also formed a subsidiary called Sullivan Bluth Interactive Media (SBIM) to produce interactive entertainment. SBIM hired MotiveTime, a software development company in Walsall, England, to write both the NES and Game Boy versions of *Dragon's Lair*. The young and talented MotiveTime developers jumped in enthusiastically.

After carefully studying Bluth's *Dragon's Lair* video, they set out to capture Bluth's animation on the NES. The developers told *Game Player's* that they used five times the usual number of frames seen in an NES game to animate Dirk and company as smoothly as possible. After laboring night and day for eight months (and using all but four bytes in a one-megabit cartridge), *Dragon's Lair* was complete and ready for players of all ages to enjoy.

GP



GAME DEVICES FOR YOUR NES AND GAME BOY

Jeff Lundrigan

Sooner or later you want something *more* from your Nintendo system. You want to fire faster. You want a control pad that really lets you feel like you're in an F-15. You want a controller cord that reaches the couch.

Today's good news is that there are lots of ways to add a little more zap to your good old NES. Building your own custom system is a bit like souping-up a hot-rod — you can make it lean and mean or bright and flashy. There's a special device for you, whether you want to portray a jet pilot, a ninja warrior, or a cartoon character.

This buyer's guide might not cover every single device out there, but it does cover a wide range of products, from simple add-ons to almost complete systems. It also includes some of the more unusual items you can find. Keep in mind that listed prices are suggested retail — actual prices vary from dealer to dealer.

Controllers

Competition-Pro Professional Control Pad

Packaged in a sleek black case, this replacement controller features an eight-way superswitch thumb pad and positive-response fire buttons. The unit has separate multi-function turbo switches for A and B buttons and allows normal fire, rapid fire at 18 shots per second, or auto fire without holding down the button.

Happ Controls $24.95





Competition-Pro STAR

The STAR features a chrome steel knob and buttons, and a translucent blue base. A three-position switch along the back selects for slow-motion, auto-fire, or neutral mode, and it comes with an extra-long cable.

Happ Controls $19.95

Gizmo

The Gizmo has right- and left-handed buttons with variable- speed auto fire, and turbo switches for continuous fire without holding down any buttons. It also features a variable-speed slow-motion dial and a headphone jack with simulated stereo sound.

Beeshu $19.95





Gravis Joystick

A high-end joystick for serious players, the Gravis has a full-size, metal-reinforced, padded stick that allows you to adjust movement and sensitivity. You can set any of the three fire buttons as your A and B buttons, and choose whether or not to use turbo fire The Gravis comes with a high-tech, see-through base.

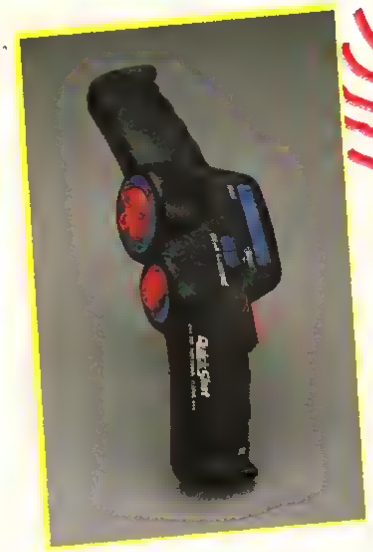
Advanced Gravis $59.95



QS-128N Universal Arcade-Style Joystick

The Universal is a large-knobbed eight-directional control stick with positive-response fire buttons. It features a frame-by-frame slow-motion switch and auto-fire capability, as well as an extra-long cable and four stabilizing suction cups.

Bondwell $24.99



QS-129N Flightstick

Designed to resemble the controllers found in the cockpits of airplanes, this unusual-looking control pad locates button A under your thumb and button B under your index finger. It's auto-fire capable and comes with an extra-long cable.

Bondwell $15.99

QS-130N Deluxe Digital Joystick

This replacement stick features a large contoured handle designed to fit snugly in your hand. The A and B buttons are located under your thumb and trigger finger, it's auto-fire capable, and it comes with an extra-long cable.

Bondwell $19.95





UFD CN-1000

Here's a replacement controller with a sliding thumb disk instead of the usual directional pad. It also features separate turbo-selection switches for the A and B buttons and a unique delta design.

Winner Products $19.95

Ultimate Superstick

This arcade-style joystick has an eight-directional control and two independent auto-fire dials with variable speed. It features left- and right-hand fire buttons (each with its own operating LED), a slow-motion switch, and five suction cups on the bottom for steady mounting on any smooth surface.

Beeshu $44.95





Winner 190

This economy joystick features a large, contoured handle and built-in micro-switches.

Winner Products $8.45

Winner 300

With a big, easy-to-grab contoured handle, the Winner 300 features eight micro-switches — four for directions and four for fire buttons. Suction cups along the bottom give the joystick stability.

Winner Products $14 95





Zinger

This pistol-grip-style joystick comes in a choice of five different color combinations for the design-conscious player. Each comes with an extra-long cord and suction-cup feet for stability. Two base buttons allow either right- or left-handed play, and two switches give separate A and B quick fire.

Beeshu $17.95



Zipper

These replacement control pads come in five colors and offer two styles of optional control knobs that can be inserted into the pad for a thumb-controlled joystick. Each pad features A and B auto-fire switches with three levels of speed and an extra-long cord.

Beeshu $19.95

Wireless Controllers

Acclaim Remote

Designed to replace one of your existing controllers, this device gives you a wireless, infrared control pad usable up to 30 feet from the screen. It features rapid-fire turbo capability with a separate switch for each of the A and B buttons, as well as a slow-motion switch.

Acclaim $34.95





The Dominator Master Control

The Dominator features separate variable-speed turbo dials for each fire button and a slow-motion switch. Sockets on either side of the unit also allow you to plug in other controllers for wireless operation.

Nexoft $69.95

Dominator Probeam

A sleek, high-quality replacement for the Zapper, the Probeam delivers wireless operation up to 25 feet from the screen. The gun features a scope with crosshairs for pinpoint accuracy — at 25 feet, you'll need it — and a smooth, feather-touch trigger. A contoured grip along the barrel allows two-handed firing.

Nexoft $34.99





Double Player System

Sporting the same features as the Acclaim Remote, the Double Player System replaces both controllers with wireless, infrared units. A and B buttons sport LED indicators that flash in the turbo mode.

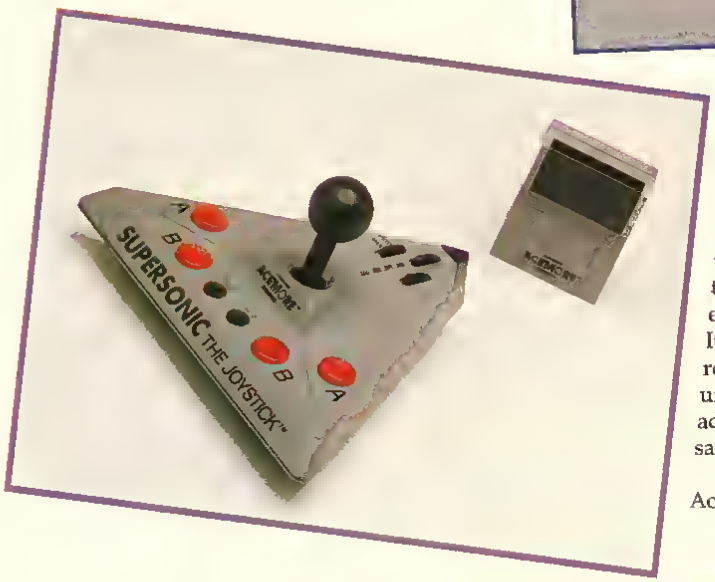
Acclaim $44.95

QS-127 Universal Infrared Controller

This two-player wireless system features controllers that offer an eight-direction thumb pad, auto-fire capability, and a slow-motion switch. The receiver (pictured) has two removable suction cups for stability.

Bondwell $49 99





Supersonic

A wireless joystick with several unique features, the Supersonic's triangular shape accomodates either right- or left-handed players. Its 360° playing angle allows the receiver to pick up signals when the unit is pointing in any direction. In addition, two units can share the same receiver.

Acemore $39.99

UFO RN-1000

This infrared, wireless version of the UFO CN-1000 replaces one of your controllers with a delta-shaped unit sporting a sliding thumb disk. Its features include separate turbo switches for each fire button and an on-off LED indicator.

Winner Products $39.95



Exotic Controllers

Flight Yoke

Shaped like an aircraft steering wheel, the Flight Yoke features micro-switch fire buttons under each thumb. Variable-speed quick-fire dials are separate for A and B buttons, and it features slow motion as well.

Winner Products $39





The Freedom Connection

The Freedom Connection adapts any controller for wireless operation. An infrared receiver is plugged into the NES, then your standard controller is connected to an adaptor box which can be clipped to a belt or worn around your neck. This device allows you to have a wireless controller without having to buy a new unit

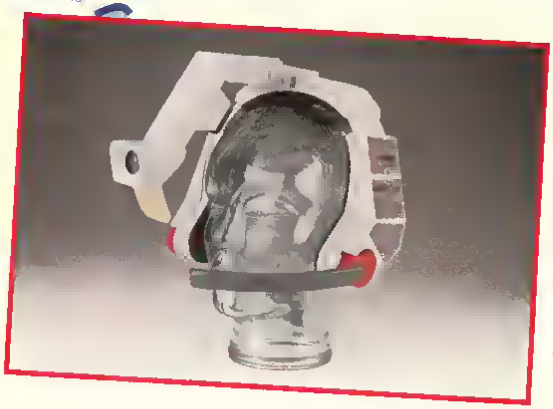
Acemore $24.99

Game Handler

This one-handed joystick has no base — instead, it uses motion sensors to keep track of how it's being tilted. All the control buttons are under your fingertips, with reversable A and B buttons so you can decide which one will be operated with the trigger. It also includes turbo fire and slow motion

Helix, Bannister & Newel $44.95





Laserscope Voice Command Headset

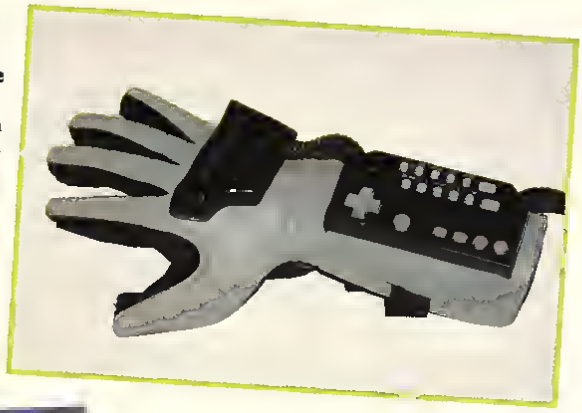
Replacing standard controllers, the Headset lets you take aim by simply looking at the screen through a set of crosshairs. The unit follows your head movements, and you fire with voice commands. It's also turbo-fire capable. The sight is removable so the unit can be used as stereo headphones.

Konami $39.95

Power Glove

This high-tech glove lets you run a game by using hand and finger movements in three-dimensional space. Use the unit's keypad to program your own motions for different games

Mattel $79.95





U-Force

The U-Force is a one-of-a-kind device that eliminates the need to hold or touch anything — an array of sensors allows you to control gameplay just by moving your hands in space. It also features turbo fire and — with a little experimentation — can be used with any game that doesn't need the Zapper light gun or Power Pad.

Broderbund $79.95

Zoomer

This console-style controller is shaped like a steering yoke — you steer right or left and tilt up or down — with fire buttons on the end of each handle. It features separate variable-speed turbo dials for each fire button, a slow-motion switch, an extra-long cord, and suction cups on the base.

Beeshu $54.95



Controller Enhancers



Mother Ship

Slide your original controller into the base of this unit, and you've got a full-size joystick with a large aircraft-style stick and suction cups on the bottom for extra stability. The top thumb button can be selected to fire either the A or B buttons — or both — with the flip of a switch.

Suncom $14.99



Sighting Scope

Built for anyone who needs that "sniper" feel, the Scope clips onto the back of the Nintendo Zapper light gun with a quick snap. An extra-large eyepiece means fast aiming without having to squint, and it features a six-position range adjustment for precision.

Bondwell $7.99

Super Controller

This device turns your standard pad controller into a joystick controller just by clipping it on. The joystick is removable from the unit and gives you the option of using it as a disk controller as well. They're sold in pairs and offer a less expensive alternative to buying another controller.

Bandai $10





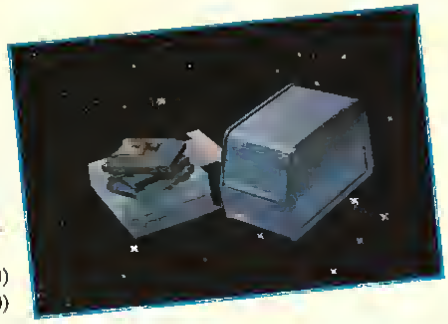
Turbo Blaster

The Turbo Blaster gives you rapid-fire capability for your existing NES controllers — adjustable up to 32 pulses per second — with separate selector switches for A and B buttons. The unit also has a slow-motion feature and separate plug-ins for each controller, allowing you to boost both or just one.

BDL Enterprises $39.95

Miscellaneous

Docking Bay



This device helps you keep your game area free of cartridge clutter. Designed in color and style to match your NES, Docking Bay 10 holds ten game cartridges; Bay 20 holds 20. The high-tech-looking roll-top protects carts against dust and the occasional curious cat or dog.

Suncom $12.99 (10)
$24.99 (20)



Homework First Lockout

A "time management accessory," Homework First helps parents supervise their children's videogame time, but also allows players to keep cartridges with saved games from being pulled. A three-number combination ensures security, and it won't damage either the NES or cartridges.

Safe Care Products $19.95



The Illuminator

Slide it over your Game Boy, and you have an adjustable light that brightens the screen and saves your eyes from strain. You can even play in the dark! The tilting axle and folding arm allows compact storage. Requires two standard AA batteries.

Greer & Associates
$19.95



Light Boy

Like the Illuminator, the Light Boy helps reduce squinting after long hours of Game Boy play. It combines a light and magnifier in one compact unit which slides easily over the top of the Game Boy and allows play even in the dark. The magnifier folds down for neat storage.

Vic Tokai $24.95

The Miracle Piano Teaching System

The Miracle features a full-stereo keyboard and a library of over 100 digitized instruments. Artificial-intelligence teaching techniques help you quickly begin playing two-handed melodies.

The Software Toolworks $299.99



ACKNOWLEDGMENT: SEVERAL PHOTOS FOR THIS FEATURE BY ED SAPP PHOTOGRAPHY



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Nintendo of America
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Redmond, WA 98073-9732

Safe Care
60525 Decatur Road
Cassopolis, MI 49031

The Software Toolworks
19808 Nordoff Place
Chatsworth, CA 91311

Suncom
6400 West Gross Point Road
Niles, IL 60648

Vic Tokai
22904 Lockness Avenue
Torrance, CA 90501

Winner Products
18325 Valley Boulevard
Suite A
La Puente, CA 91744

NINTENDO GAME of the MONTH

William R. Trotter



The Immortal is only the second Nintendo game from Electronic Arts, long regarded as one of the leaders in computer gaming. And like EA's first Nintendo game — *Skate or Die 2* — it's a beauty!

In *The Immortal*, you step into the robes of a young wizard. Your teacher, the great Mordamir, appears in a vision. He asks you to help free him from the Labyrinth of Eternity, where he is imprisoned.

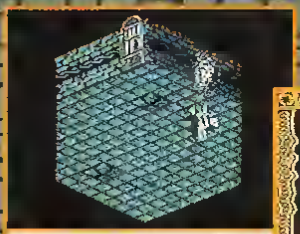
Not long after you begin this perilous quest, you'll discover that the labyrinth is filled with danger: pitfalls, booby traps, trolls, goblins, and worms big enough to swallow you whole.

By carefully questioning everybody you meet, and by collecting every key, scroll, and message you can find, you'll learn clues and gain powers. When words or spells fail, you'll have to fight. The battles come to life with first-rate animation, and all of the action is accompanied by one of the most effective and elaborate soundtracks ever to grace a Nintendo cartridge.

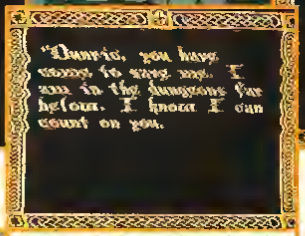
Best of all are the graphics. The corridors and chambers of the labyrinth are shown from a three-quarters perspective that helps convey an atmosphere of darkness and danger. The lighting effects, textures, and animation of the figures are all handled with a fine attention to detail.

Electronic Arts, 1820 Gateway Drive, San Mateo, CA 94404

THE IMMORTAL



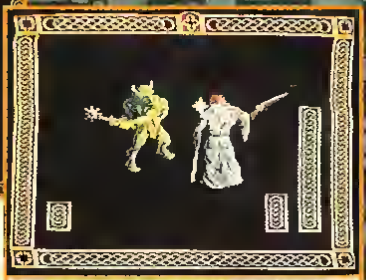
The game begins with a visit from the spirit of the great magician, Mordamir.



It's nice to know the old wizard counts on you, except that your name isn't Dunric!



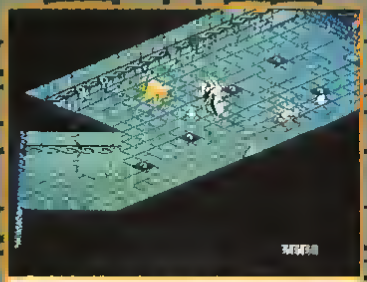
You'll have to fight a goblin before you can get your first clue from a freed prisoner.



During combat, pay close attention to the meters. Green shows your life energy and red shows your fatigue



Be sure to talk to everyone you meet. This prisoner has a key that you'll need soon.



Open all the treasure chests you come across. Inside, you'll find gold and other useful items.



A sack of bait? You might as well take it along — you never know when it may come in handy.



Be sure to search the bodies of all dead foes. If you find something take it, no matter how useless it may seem at the time.



Dunric's ring! At least now you have one piece of the mystery



In this room, walk along the *edges* Walking in the center activates hidden crossbows



Light a torch before venturing into this room It'll help you see the shadows of the invisible shadow-creatures that dwell there.



If you must fight a shadow-creature, use a steady, forehand-backhand slashing motion



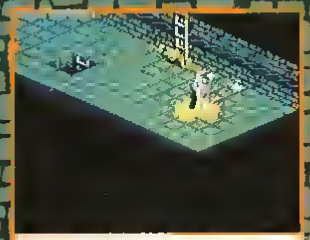
Don't leave the shadow-creatures' room without finding the amulet hidden there But *don't* read the runes on the amulet, whatever you do!



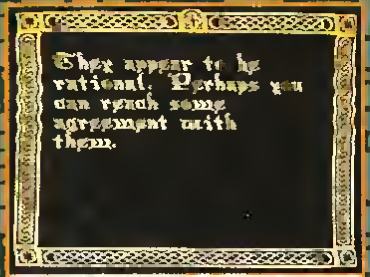
Check the contents of your wizard's pack now and then. Every item you find has a purpose, but you must be in the right place at the right time



Use the amulet to reflect the beam of light onto the floor mechanism that opens the next level



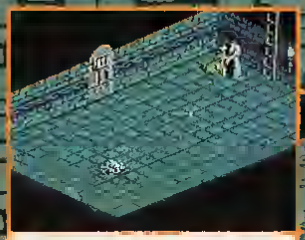
Piles of straw are for sleeping; this restores your character's energy



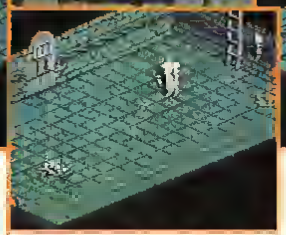
While you sleep, dreams will come to you, bearing hints far the game ahead



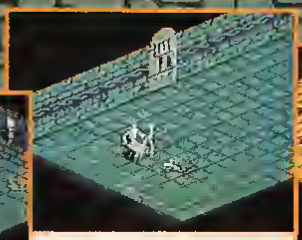
Copy your certificate password very carefully



Slime creatures can turn you to bones with a touch. You can't beat them, so avoid them. Later, you'll find one of them most useful



That dot in the middle of the floor is a red gem. You'll need it, plus two other gems, to clear this level



Search the skeleton for a powerful weapon, but don't probe too deeply into that pile of bones or you'll get a nasty surprise



The old man in the corner has a gem you need, but he won't give it up until after you've found the Dust of Compliance.



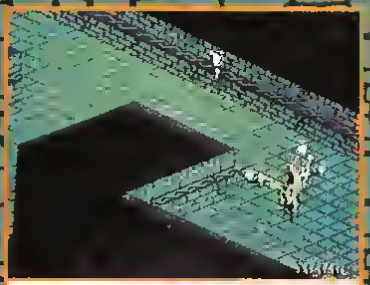
About halfway down into the dungeon, you'll start meeting trolls. They are engaged in a war with the goblins



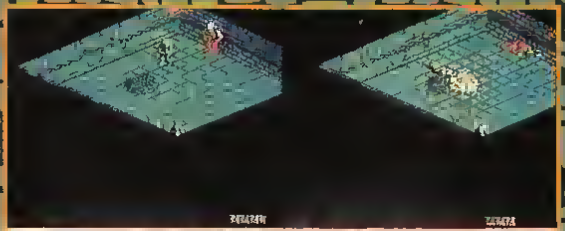
When you enter the will-o-wisp room, go first to the stone on the left. It contains a jewel you need



Use the will-o-wisp charm to control those pesky little spirits



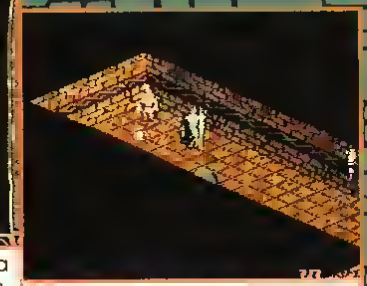
The Dust of Compliance can be found on a dead goblin



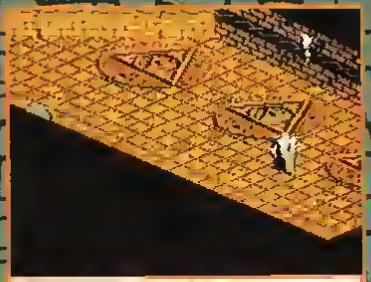
In the hall of the Goblin King, use an item from your pack — and that mound of dirt — to plant the seeds of future progress. Then retreat quickly, or you too will die in the throne room



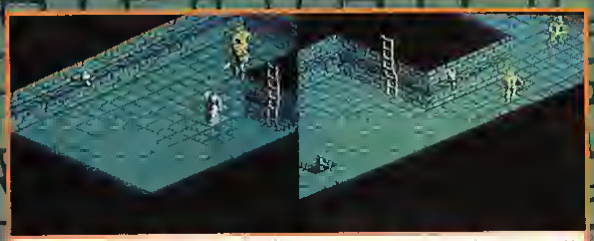
If you give the injured Goblin King a drink, he'll give you a valuable clue.



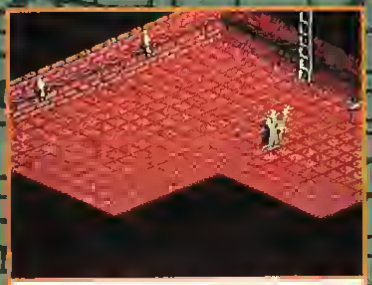
Once you've administered the Dust of Compliance, the crotchety old man becomes eager to give you his gem.



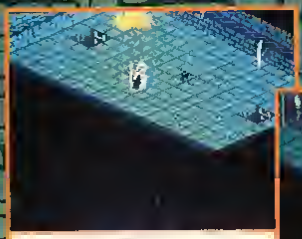
Refer to the Goblin King's clues to solve the puzzle in this room. But did he tell you the right order of things, or did he mix them up?



One of these fellows has a ring that lets you disguise yourself as a troll. Use the disguise to sneak past the guard.



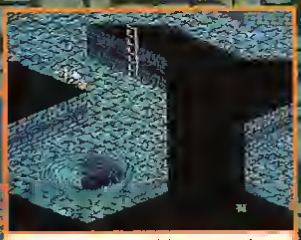
Because you gave the Goblin King some water, he'll let you pass when you encounter him again.



Deadly spikes shoot up through the tiles on this floor. Take time to observe their pattern before trying to cross.



When you throw the ritual knife at these two guards, they'll start fighting each other. While they're busy, you can sneak past them.



The next-to-last boss lies beyond this whirlpool. You must lure him into the vortex by getting close to him. You may get sucked in yourself, but you could be rescued.



The Immortal's final screens demonstrate just how good eight-bit Nintendo graphics can be.

LITTLE NEMO

THE DREAM MASTER



Gary Meredith

Imagine, if you will, that your dreams have taken on a life of their own, and you're an unwilling participant in REM-land. This was the basis for Winsor McCay's "Little Nemo in Slumberland," a landmark comic strip which first appeared in 1905.

Nemo's adventures, full of fantastic locales and characters, provided a colorful backdrop for the artist's world-view. In *Little Nemo: The Dream Master*, Capcom has captured a good deal of the charm and excitement of the original comic strip, with little of the social commentary.

In a dream, Little Nemo receives an invitation from the Princess of Slumberland, and visits this enchanted realm while he's still asleep. The journey through Slumberland is an eventful one, filled with fantastic creatures who either help or hinder Nemo's progress.

His only "weapon" is a seemingly endless supply of candy. Nemo can use the candy in two ways. Some of the creatures he meets can be stunned momentarily by hitting them with pieces. But if he feeds other creatures three pieces of candy, they can be induced to help by blowing bubbles for Nemo to ride or by transforming the sleeping tot into one of their own. He can become, for example, a hornet with the ability to fly, or a mole who can burrow.

Each province in Slumberland contains a number of keys for Nemo to uncover before he can unlock the door to the next stage. Most of the keys are to be found in fairly accessible areas, but there are a few that are hidden or sealed away. If you reach a point where you're short a few keys, you may want to look for a mouse. With the rodent's climbing ability (and its wall-crushing hammer), you should be able to uncover the remaining keys.

Each province also has its own particular challenges for our hero. Judicious use of the friendly creatures Nemo encounters is essential if you expect to find all the keys. Most of those helpful creatures have natural defenses against the hordes of ants, flo[illegible] fiends, snails, and other enemies who try to stop Nemo.

It's not until he arrives at the princess's castle that Nemo discovers that his invitation was for more than a simple social function. King Morpheus has been kidnapped by the Master of Nightmares, and Nemo

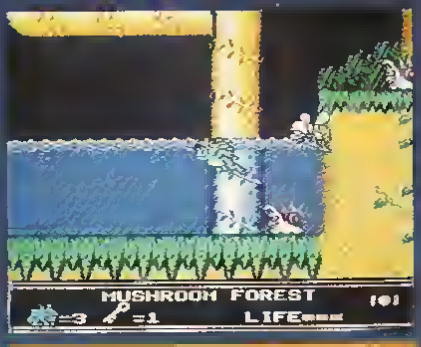
must find a way to rescue him. The experience Nemo has gained on his journey helps against the Master of Nightmares, but he's also armed for this confrontation with a magic wand given to him by the princess.

Little Nemo: The Dream Master, a basic action-adventure game, is several notches above the usual fare. What really sets it apart are its excellent graphics, humorous situations, and the clever use of candied metamorphoses. (somewhat similar to *A Boy and His Blob*).

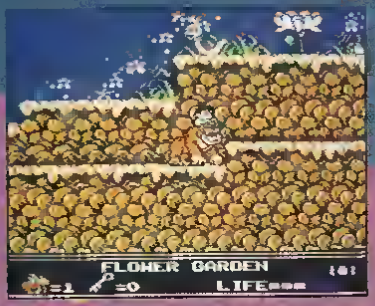
There's a lot here for gamers of all ages, including the tie-in with the historic cartoons. Above all, however, this is a game of action, excitement, and wonder. Little Nemo may be dozing, but *Little Nemo: The Dream Master* will keep *you* up way past your bedtime.



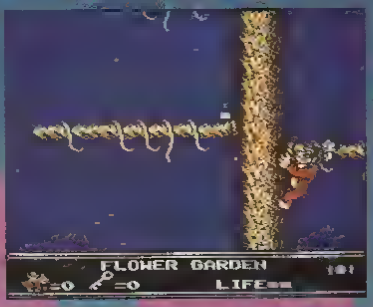
Nemo's adventure begins in the Mushroom Forest, where he must quickly learn to use candy on the creatures he meets. He must also uncover several keys if he hopes to make it all the way to the castle.



Nemo can swim by himself, but it's usually best to let the frog do it — then you can use the amphibian's skills to pounce on any creatures that try to stop you.

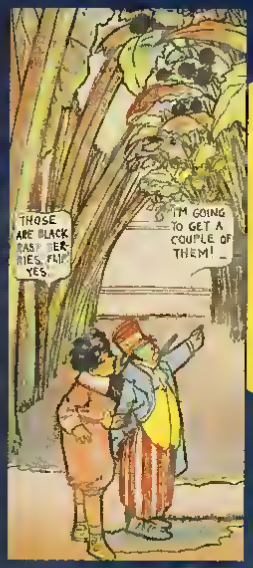


The gorilla is the ally of choice for most of your time in the Flower Garden. Naturally, he climbs well, but he can also punch out other creatures.



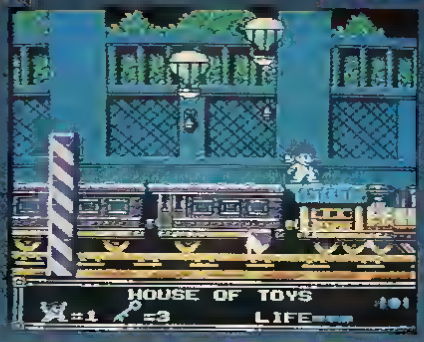
When climbing the trees, try to stay to the left as much as possible — and watch out for the floatfiends. If you'll stand still and wait for them to home in on you, you can usually fake them out.



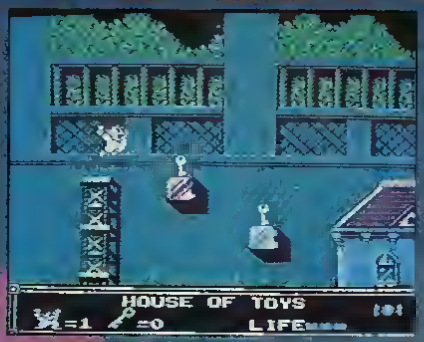




The buzzard eggs are pretty easy to dodge — especially if you've changed into the hornet. You need to transform anyway to get the key at the very top of the hill

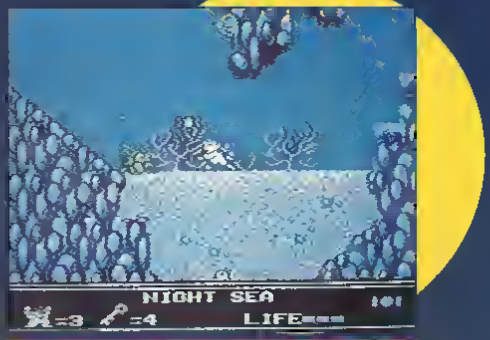


In the House of Toys, stay towards the front of the train to give yourself a better chance of dodging bombs and cats while avoiding the trestles.

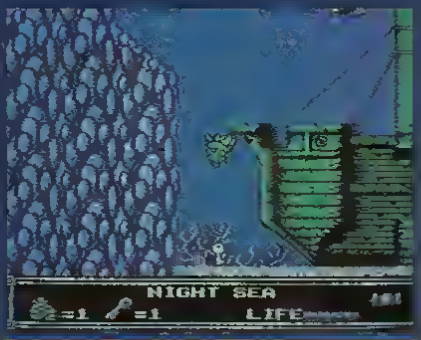


The House of Toys is one of the few parts of Slumberland where Nemo doesn't need to transform. All the keys are to be found around a locked door at the very end of the stage.





A hermit crab can be an invaluable ally in the Night Sea. Not only does it allow you to enter the tiniest crevices, but it also has claws which provide an effective defense.



The area around the ship contains a number of keys — and a number of deadly sea creatures as well. Try to stay towards the walls, where you can only be attacked from one direction.



You can pick up an extra life here, but only if you're willing to go up against Stumper. Time your jumps carefully to avoid his attacks — there's really no defense against him.

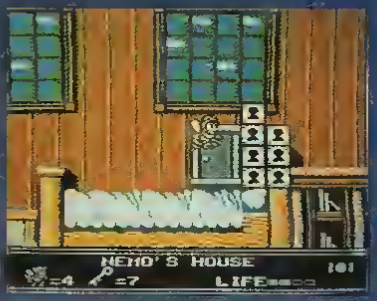








This primate is pretty quick with the plates. To beat him, find a hornet and use its stingers to get rid of the chimp



Once you have all the keys required for a stage, you must get to the keyholes. These last few keys are up on the ceiling, so you must transform into a hornet to get them

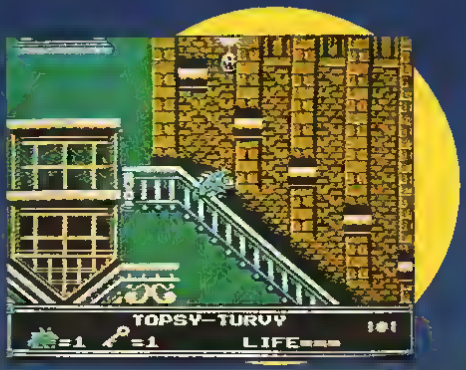


You can use the clouds as rest areas, too, whenever you're a hornet. Nearly all the keys in this stage are to be found in this one spot — if you can get to it.

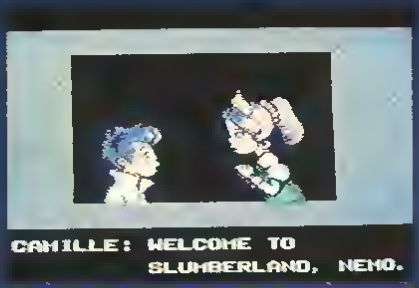


The Cloud Ruins are tough to travel across You must also watch out for the numerous flocks of float fiends that use the clouds as hiding places.





Confusion is rampant in the Topsy-Turvy stage. Everything is upside down, and the keys you need are hidden in very inaccessible spots. You need the help of several friendly creatures here.



When you've made your way through Slumberland and into the castle, you finally meet the lovely Princess Camille. Now you'll find out the real reason for your invitation.

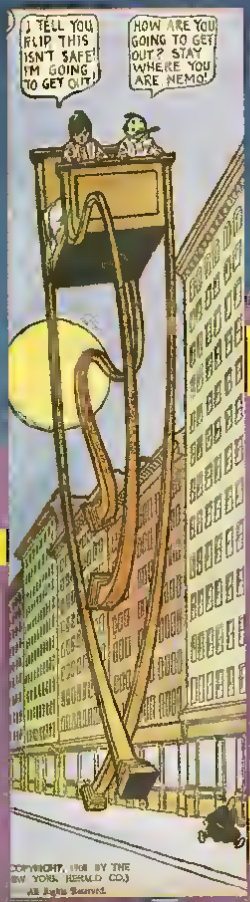


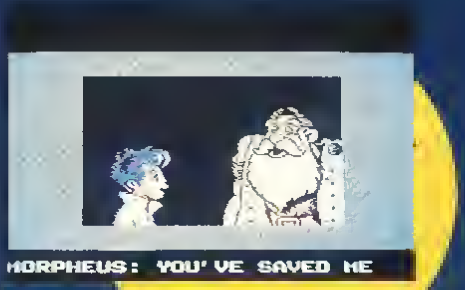
King Morpheus has been spirited away to Nightmare Land. Candy won't help there, but your new power beam wand just might. Wait until your wand is fully charged before firing at this creature.



At last you've reached the lair of the Master of Nightmares. Your best tactic is to go to the far left, remain stationary, and try to fake out his shots. You'll finally get a chance to nail the Master with a full charge of your own.





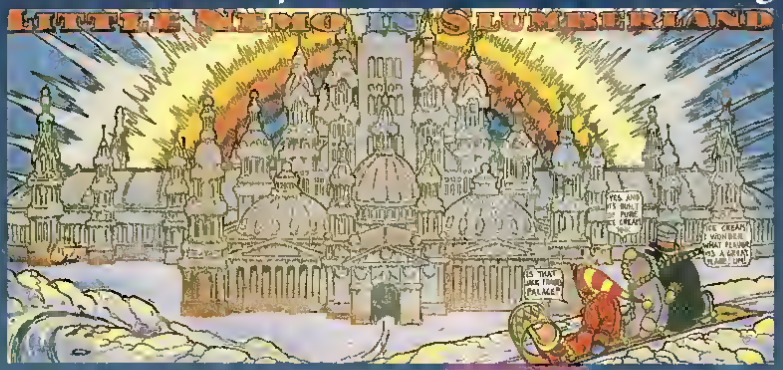


With the demise of the Master of Nightmares, King Morpheus is freed, and the continued peace and prosperity of Slumberland is assured—at least for now.



Nemo's first kiss, and it's from a lovely princess, yet While Camille would love for Nemo to stay in Slumberland, it's about time for Nemo to wake up for breakfast. So much for "happily ever after."

Winsor McCay: An American Original



Around the turn of the century, Winsor McCay was one of the most popular — and radical — political cartoonists in the United States. In 1903, however, he was to turn his talents to the arena of the weekly comic strip.

In 1905, he came up with the blueprint for the fantasy comic strip with the surreal "Little Nemo in Slumberland," which ran for six years in the *New York Herald*. The writing, drawing, color, and sheer elegance of this strip set the standards for the genre, so much so that even today illustrators quickly acknowledge his considerable influence on their work.

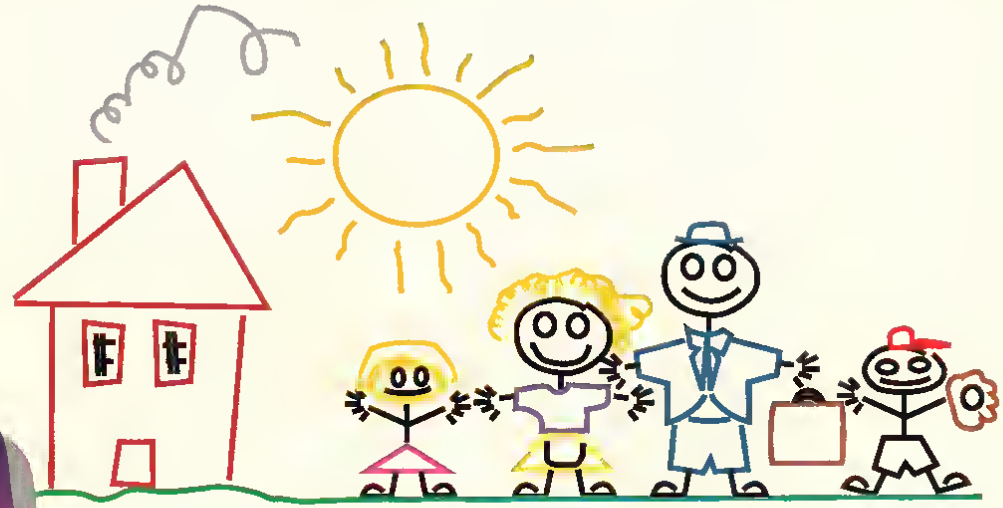
At the turn of the century, there were a number of other well-known cartoonists, many of whom studied with some of the great artists of the late 19th century. (Cartooning seem to have lost much of its revered status in the thirties, forties, and particularly in the fifties; its practitioners are only now regaining popular acceptance as true artists). McCay's work, however, seems to have transcended that of his contemporaries.

Even though "Little Nemo" was not nominally an editorial strip, McCay was able to use it to take potshots at many of the period's social conventions. Indeed, many of Nemo's "dreams" were only thinly veiled satires of pre-World War I society. In each strip, Nemo traveled to some faraway or fantastic land in his dreams; the last panel always showed the little boy waking up.

After 85 years the strip, the entire run of which has recently been reprinted by Fantagraphics Books, stands up as an interesting mix of astounding action, sly humor, and just a bit of political naivete. Modern-day audiences will be mildly shocked at his stereotypical images of blacks, for example, and both McCay and his publisher, William Randolph Hearst, hailed the rise of Mussolini in Italy.

But beyond all the analyses of the artist's content and intent lies the simple fact that McCay's "Little Nemo in Slumberland" is just plain fun. Check out one of Fantagraphics' reprint volumes and you'll see what we mean.

GP



A PARENTS GUIDE TO GAMES FOR THE YOUNGER SET

Leslie Mizell

This holiday season the gift-wrapped packages are once again more likely to be Nintendo games than dolls, bicycles, or electric trains. Retailers project that Nintendo games and related products will be the top seller for the third straight year.

Here at *Game Player's*, we always try to enlighten our reader about games that seem especially violent or difficult, or conversely, titles that are appropriate for young or novice players But this is the first time we've put all our information together into a buyer's guide for the people who really control the purse strings — the parents, grandparents, aunts, uncles, and guardians

The games we're including are our picks for the best Nintendo titles for players from 4-6 Of course, some preschoolers have reflexes better than any of us and are only too glad to prove it in a head-to-head match Others don't see any difference between the blood-spurting violence in *Operation Wolf* and the cartoon violence of Roger Rabbit And don't forget the tykes who can give hints to adults about finishing *Dragon Warrior* and can find the warp zones in *Super Mario Bros* 3 weeks before their parents.

But for other kids, these games, like Little Bear's porridge, are just right. Not only is their subject matter designed with young players in mind, but they also require less hand/eye coordination than more advanced games. They either lack violence entirely, or they draw the line at something such as a whomp on the head with a pogo stick or popping a bubble with an enemy inside.

These games are not going to require much assimilation of facts — in other words, you won't have to know that a crystal found in one mansion must be thrown in a fountain in another mansion to free a princess. In short, you can buy any of these titles and not have to worry about turning a happy holiday into one filled with tears of frustration

The games are listed alphabetically by publisher. We've tried to produce a complete list of recent games (with the exception of sports simulations, which are generally OK for any age), so if your child's favorite title isn't included, please pardon our omission.



A Boy and His Blob

Absolute

What preschooler wouldn't envy a kid with his very own blob? Better still, a blob that eats nothing but jellybeans and can transform into umbrellas, trampolines, holes, and other fun items depending on the candy's flavor.

In David Crane's *A Boy and His Blob*, players are trying to save the planet of Blobolonia from a forced diet of candy. They must race around Earth picking up supplies of vitamins, then blast off to Blobolonia. Once on the planet, they'll be attacked by the likes of popcorn kernels and maraschino cherries. The only weapon they can use is a vitamin blaster, which evidently infuses everything with good health and probably prevents tooth decay as well.

Kids will probably fight with their parents over who gets to play *A Boy and His Blob*. It's a favorite around here, and it will be in your home, too.

Activision

Activision's games fall into a nebulous category we'll call "depending on your children." The company produces three fairly easy nonviolent games, but your family's enjoyment of the titles depends on how much TV and how many movies it's seen.

Of course, a lot of people believe you have to be between four and six to like the Three Stooges. No matter how you feel about the comedy troupe, *The Three Stooges* is a fun game.

Larry, Curly, and Moe are trying to save an orphanage by taking on a series of odd jobs to earn some money. They have 30 days to come up with the cash, and each money-making event takes one day. Some events include a trivia contest, which may go over your child's head, but the odd jobs are gems (and are based on actual Stooge routines).

Curly can win a chowder-eating contest by spooning crackers out of a bowl of stew, but the oysters in the bottom of the bowl want the crackers back. A catering job turns into a giant pie-throwing contest between the Stooges and the diners, and a hospital internship results in a midget race-car ride through the corridors. There's also a boxing match that sends Larry on an obstacle course looking for something to play "Pop, Goes the Weasel."

If your children have seen the two *Ghostbusters* movies or watch the Saturday morning cartoon, they'll probably enjoy the *Ghostbusters* and *Ghostbusters II* videogames. As members of the spirit-bashing team, they'll hunt for ghosts, capture them in their ghost-traps, and try to avoid getting slimed. But the games can be difficult, and preschoolers may end up repeating the first few levels over and over. Their enjoyment of the games probably depends on how much they like the *Ghostbusters* characters.

Arcadia

If your children like Spot, that mischievous 7-Up trademark, they would probably enjoy Arcadia's *Spot*. Much like Acclaim's *Othello*, in this board game players try to turn all the bicolored game pieces to their own color by "capturing" opponents' pieces between two of their own. But unlike *Othello*, which relies strictly on strategy, *Spot* features the little Uncola friend moonwalking, cartwheeling, pole vaulting, or skipping across the board. His antics, however, are the only real difference.

Bullet-Proof Software

Pipe Dream is another borderline game. It's easy to play and doesn't require great coordination or cognitive skill, but we wonder whether preschoolers will find it as interesting as their older siblings (or adults — it's another favorite at *Game Player's*). The puzzle game pits a plumber in a race against time.

The poor plumber must build a series of emergency pipelines before a gunk called "flooz" takes over the city. The pipe pieces appear on one side of the board, and players must place them on a series of grids to form as complicated a pipeline as they can.

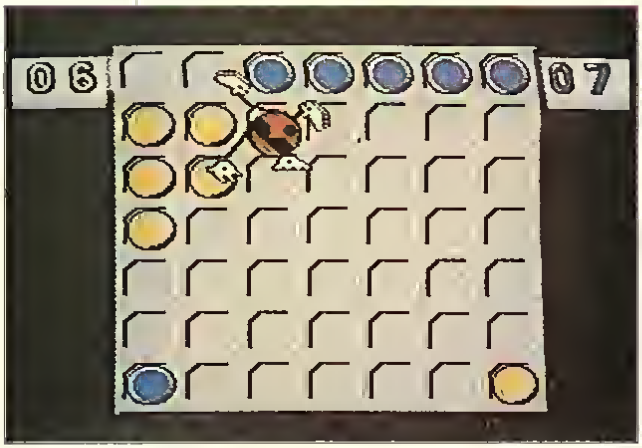
Another Bullet-Proof game — this one designed by Alexey Pajitnov, the creator of *Tetris* — seems perfect for kids who enjoy board games and puzzles. In *Hatris*, two hats — either a top hat, derby, clown hat, crown, or fedora — fall into a pit six columns wide. Players try to stack similar hats.

When five hats are matched, they disappear from the screen. With an incorrect match, the hat changes into a solid block, and players must start building all over again. When any column in the pit fills to the top of the screen, the game is over. Bright graphics and challenges that increase with skill make this a likely hit with gamers of any age.



The Three Stooges





Spot

Capcom

Capcom is one of the most reliable companies when it comes to buying games for children because of its exclusive agreement with Disney. In the past two years, Capcom has produced four games based on Disney characters — *Mickey Mousecapade*, *DuckTales*,

Chip 'n' Dale Rescue Rangers, and *Adventures in the Magic Kingdom*. Two of them — *DuckTales* and *Rescue Rangers* — should be a requirement for any Nintendo library, and the other two should be in any *extensive* library.

Not only do the games feature characters your children will remember from comic books and cartoons, but game play is inventive, nonviolent (though Scrooge McDuck does pogo-stick on people's heads), and truly fun for all ages.

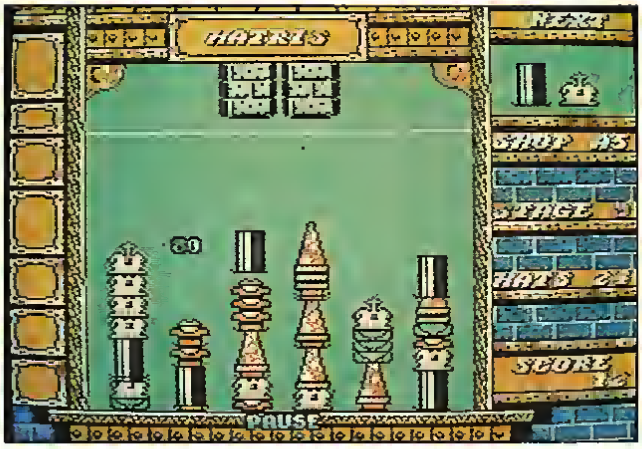
Though no other Disney titles will be released in the near future, Capcom is working on a game based on the California Raisins that will probably have wide appeal for youngsters.

Electro Brain

A relatively new Nintendo licensee, Electro Brain's first NES title is *Puss 'n Boots: Pero's Adventure*. Pero the cat was transported by Count Gruemon and Dr. Gari-Gari to the Old West for helping a mouse instead of catching it. Now he's pursued by cat-assassins as he tries to return to his own time with Dr. Gari-Gari's time machine. Pero does have a pistol, bombs, and a boomerang, but the violence level is fairly minimal.

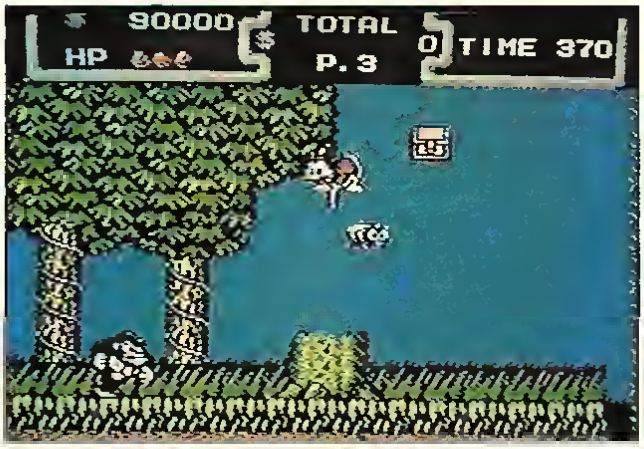
Gametek

Gametek is one of the few Nintendo licensees who actually publishes games *specifically* for preschoolers. Its Fisher-Price titles — *I Can Remember*, *Perfect Fit*, and *Firehouse Rescue* — are perfect for preschoolers. Not only do the games provide entertainment for young players, but they also teach shapes, mnemouic devices, and hand/eye coordination. You can't go wrong, though your children may grow out of the games almost as fast as they do their shoes.



Hatris





DuckTales

Hi-Tech Expressions

Here's the other licensee with learning games designed for younger players. Hi-Tech Expressions produces the Sesame Street line of games, which has the same advantage as the Disney games—your children will recognize the characters. *Sesame Street 123* and *Sesame Street ABC* each include two games in one package. In *123*, players can learn beginning math with "Astro Grover" or shapes, sizes, and colors with "Ernie's Magic Shapes." *ABC* includes "Letter-Go-Round" to help your children learn simple spelling, and "Ernie's Big Splash," a simple creative-thinking game.

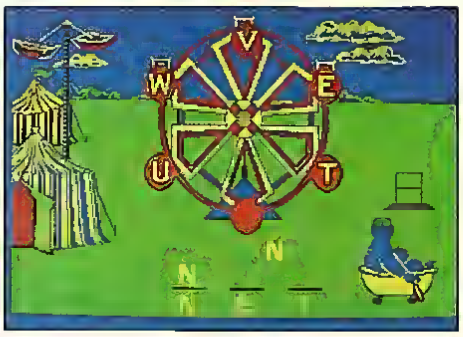
The newest Sesame Street title is *Big Bird's Hide and Speak*. This game, which includes an excellent voice chip, features Big Bird introducing different Muppet characters that hide in windows of a house. The children are first challenged to remember where the characters are, then to spell simple words with the letters each character holds. These Sesame Street titles, like the Fisher-Price games, will be outgrown fairly quickly.

Hi-Tech plans to introduce two more children's games in the near future. *Jim Henson's Muppet Adventure — Chaos at the Carnival* continues the Sesame Street tradition, and *Fun House* is based on the rollicking kids' game show.



Puss 'n Boots: Pero's Adventure





Sesame Street ABC

Hudson Soft

Hudson Soft produces several titles with children in mind, but we have some hesitation in including them for preschoolers. Two of its titles, *Hudson's Adventure Island* and *Adventures of Dino-Riki* feature juvenile heros armed with weapons such as stone axes and fireballs. Both games feature some difficult moves — *Adventure Island* in particular requires some nearly impossible jumping maneuvers.

So we'll recommend the games only for experienced game players. If your child is just starting to play videogames, you'll probably want to wait on these titles. However, Hudson Soft has the intriguingly titled *Princess Tomato in the Salad Kingdom* in the works, and it might be designed with a younger audience in mind.

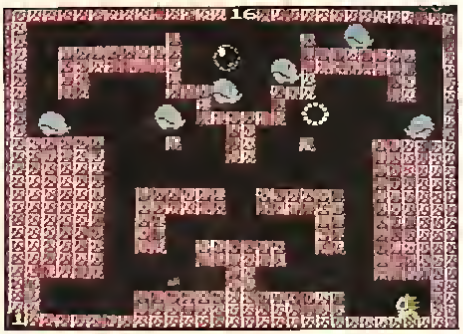
Kemco-Seika

More familiar characters, more cartoon violence. In *The Bugs Bunny Crazy Castle*, Bugs' girlfriend has been captured by Daffy, Sylvester, and Wile E. Coyote and hidden in a castle. Bugs must search the castle and fight off varmints by dropping safes, ten-ton weights, and water buckets on their heads. Each of the 60 levels has a password, so players never have to lose any progress.



Snoopy's Silly Sports Spectacular





Bubble Bobble

The Bugs Bunny Birthday Blowout is the *Crazy Castle* sequel, and game play is almost identical. It's Bugs Bunny's 50th birthday, and Bugs is trying to get to the festivities while fighting the characters who were left off the invitation list. There are 25 Loony Toons characters included in the game.

And in *Snoopy's Silly Sports Spectacular*, Snoopy, Spike, and Woodstock take part in six "sports" designed for fun instead of fitness. Players can compete in the sack rack, pole vault, boot toss, pogo-stick ride, or two more esoteric contests in which Snoopy tries to push Spike off a gondola and into the Grand Canal, and balance a stack of pizzas while running a foot race.

Taito

Here's the perfect game if you have two children in the preschool range. *Bubble Bobble* might be too tough for a single young player, but the adventures of two comic dinosaurs should charm, not frustrate, a duo. Bub and Bob are trying to rescue their friends from Baron von Blubba by working their way through two worlds of 113 rooms each.

The rooms are filled with enemies, but the dinosaur duet can destroy the foes by capturing them in their bubbles and then popping them. Magic bonus items appear in every room, and passwords allow players to continue as many times as they'd like.

Taxan

Mappyland features the adventures of Mappy, a police mouse, and his attempts to win the fair Mapico. In each stage, Mappy must collect a designated number of presents — from cheese at the beginning to baseballs for Mappy Jr. at the end — within a time limit.

Mappy is chased by cats, but he doesn't fight them — he just drops fish or play toys in their path to distract them long enough to make his escape. Finishing each stage within the time limit can take some practice. This may be another title for players with a little game experience under their belts.

Tengen

Beep! Beep! Though your child may have more sympathy for the hapless Wile E. Coyote than the Road Runner, here's his or her chance to be the speedy bird.

In *The Road Runner*, you'll see that Acme delivers its mechanical kits to Nintendoland, so Wile E. chases the Road Runner on skates, in a helicopter, with a jet scooter, on a pogo stick, or by several other methods. The graphics, characters, and plot are almost exact duplications of the classic cartoons — and like the cartoons, any



Mappyland





The Road Runner

deaths are temporary and comical. There aren't any passwords, however, and few youngsters have the attention span to finish all 99 levels in one sitting.

Women's Lib has been slow to arrive in Pac-land, but *Ms. Pac-Man* has finally arrived. Just like her macho counterpart, she's trying to chow down on yellow dots while avoiding those gregarious ghosts. There are several levels of difficulty, so your children can adapt game play to their own skill levels.

Games to Play Together

If you haven't already been tempted to grab a controller and join in the Nintendo excitement, here are some games for youngsters that might require your help.

In Hal America's mazelike *Adventures of Lolo* and *Lolo 2*, you must move objects into positions to block enemies and open exit doors. Your preschooler will be able to provide advice, but some of the rooms are tough, no matter what your age.

Charades-with-a-pencil games are popular now, and you can take your pick from Nintendo's *Anticipation*, Hi-Tech's *Win, Lose, or Draw*, and LJN's *Pictionary*. Gametek also offers *Jeopardy! Junior Edition* and *Wheel of Fortune Family Edition*. And finally, don't forget to check out the many pinball games, including Nintendo's *Pinball* and *Pinbot*, Jaleco's *Pinball Quest*, and NTVIC's *Rock n' Ball*.

In general, only you know your child's interests and skill levels—and it may take some experimenting before you're able to build that perfect game library for your kids.

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SPECIAL PREVIEW

THE SIMPSONS™

BART VS THE SPACE MUTANTS

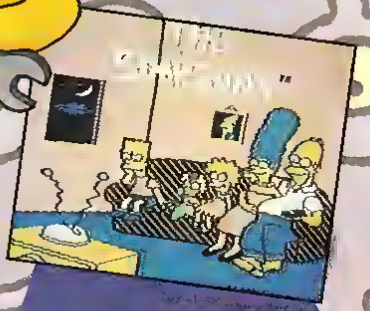
If you're a fan of "The Simpsons" TV show, you're in for a treat **Acclaim's** new videogame is cool, man, and has more inside jokes than Bart has detention slips

It's always a risk to turn a popular comic book, movie, or TV show into a videogame. Many have tried — *Mission Impossible, The Punisher, Back to the Future, Ghostbusters, The Three Stooges*, and so on — with varying levels of success. We recently got a sneak peak at *Bart vs the Space Mutants*, and even though the game was unfinished, could tell how much care had been taken to keep the unrepentant, irrepressible spirit of Matt Groening's "The Simpsons" alive

In what we hope will be the first of many "Simpson" adventures, Bart is the sole inhabitant of Springfield who knows that aliens have landed and are possessing the bodies of the hapless townsfolk Though the space mutants look like humans, Bart has a pair of X-ray spectacles that let him see the aliens as their true, tentacle-y selves Can this underachiever save Springfield — and possibly the *world* — from galactic invasion? Sure thing, Homeboy.

The space mutants have developed a miraculous

Leslie Mizell



Bart is spending a boring evening in front of the tube (must be watching "Cosby") when he spots a UFO.



The space mutants are mechanical geniuses — this machine is part of their body-snatching plans, and they can modify it at the drop of a hat.



Bart needs to slip past these aliens and grab that can of paint. The goal of level one — besides bopping aliens — is to spray red paint on everything that's purple.

LEVEL 1: SPRINGFIELD

The goal of the first stage is to grab spray cans and paint everything that's purple. Keep an eye on the meter on the bottom right — it tells you how much paint is left in the spray can Bart's using.

machine with which they hope to expand their invasion. The mutant needs different things to help it work, so Bart, your job in each level is to remove the objects that the machine needs. For example, in level one, the machine runs on purple objects, so you have to spray red paint on anything purple. In level three, you have to visit a circus and dispose of any blue balloons you see.

Of course, while you're collecting or spraying items, you need to be destroying aliens as well. When a human person walks by, pop on your X-ray glasses to see if the person is possessed by an alien. If so, bop him or her on the head and the alien will [illegible] the letters to fill in the name of the other Simpsons — Grandpa, Marge, Lisa, and Homer. If you fail to fill all the letters of a Simpson before you reach the end of a level, that character will appear to help you battle your final foe.

But the members of the Simpson family aren't the only familiar faces you'll see in *Bart vs. the Space Mutants*. The game includes everyone from Moe, the owner of Moe's Tavern, to Sideshow Bob, the educated ex-convict host of a children's TV show. Look carefully for Jebediah Springfield, the founder of the town, [illegible] and Scratchy cartoon rivals Nelson, Bart's natural pal; and Adil, the Albanian spy. Fans of the show may be having so much fun spotting characters from the TV show that they forget the job at hand — to fight those pesky mutants.

With tons of recognizable characters, a bouncy score based on Danny Elfman's "Simpson" theme, and varied action sequences, *Bart vs. the Space Mutants* promises to be a big hit. Keep in mind that the pictures we're showing are from the *unfinished* game and are subject to changes. But don't be a Poindexter man — grab this game.



You'd think Bart wouldn't have time to play phone gags on poor Moe, but he has to take the time — Moe's wearing purple.



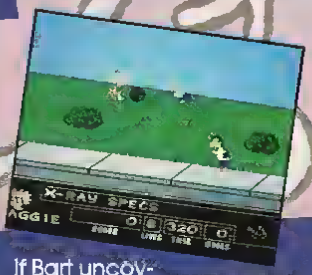
When he dons the X-ray glasses, Bart is able to see the mutants possessing the friendly people of Springfield.



When he collects a few coins, Bart is able to make a few purchases in town. Buy everything you can — even the oddest items will come in handy.



Jebediah Springfield may be the founder of Bart's hometown, but that splotch of purple on his arm *has* to go.



If Bart uncovers enough aliens to fill in Maggie's name, she'll help him defeat Nelson in a water-balloon contest.

LEVEL 2: THE SHOPPING MALL

In this stage, Bart has to grab hats — derbies in windows, bowlers on the floor, and caps on people. He also has to survive a mall where the items for sale, such as candy, shoes, and magic tricks, come to life and attack him.





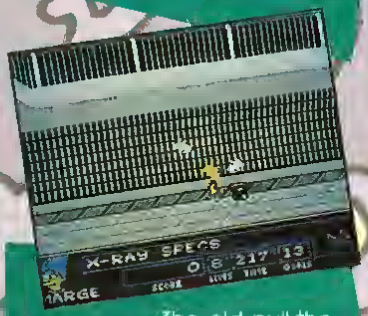
To get a hat that's being worn by an alien, bop him on the head once to dislodge the hat, then again to get rid of the mutant.



It's a sign that the aliens have invaded when the shoes for sale go out into the mall and start hunting potential buyers.



Here's the possessed proprietor of "The Really Big Shoe." Try to spot a pattern in his wild leapings before you jump on his head.



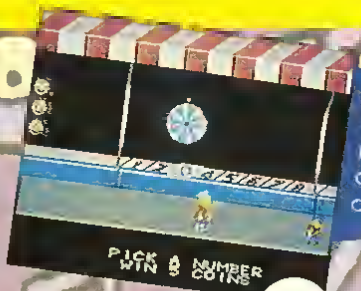
The old pull-the-rabbit-out-of-the-hat trick takes on a new look. Grab the hat while the rabbit's jumping in the air.



Jump on the trash cans to earn coins, Krusty the Clown one-ups, or other fun surprises.

LEVEL 3: THE AMUSEMENT PARK

While you're collecting or popping balloons, have a little fun playing the different games along the arcade. It's tough to find mutants here, but if you find four, Liso will help you face Sideshow Bob.



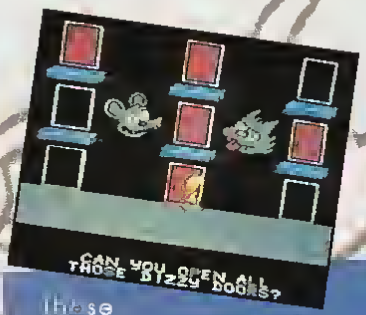
Bart got lucky this time — he picked the right number on the wheel and won five extra coins.



While Bart's trying to grab balloons, watch out for Adil. That little Albanian spy throws a barrage of cherry bombs at our yellow-faced hero



Bart may not be the strongest kid in the fourth grade, but he should still enter the strongman contest — he needs the slingshot that's one of the prizes



These cartoon heroes Itchy and Scratchy make a cameo appearance in the fun house

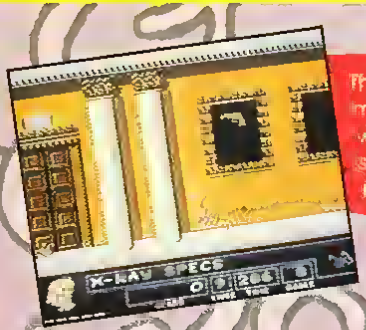


Krusty the Clown, Bart's personal hero, also makes a guest appearance, as does Sideshow Bob



LEVEL 4: THE MUSEUM

Since Bart is in the museum after hours, he needs to dodge its laser-beam security system while he shoots out Exit signs with a dart gun. The end is near!



That dart gun isn't a normal museum exhibit — it's the weapon Bart needs to destroy the Exit signs the aliens need for their machine.



Wow! You can really get close to nature in this museum. Bart can hitch a ride with these alligators.



It looks like there's some hybrid life in here as well. Watch out for this brat-eating plant.



Bounce on the glass cases to earn what's inside. This head of Jebediah Springfield makes you invulnerable for a short time.



This is tricky — if Bart doesn't jump to the next platform as soon as it appears, the ground will drop out beneath his feet.



There's a snake charmer when you need one? These cobras aren't anxious for Bart to invade their territory — even though worse things lie beyond them.



LEVEL 5: ???

What other dastardly plot can the space mutants be hatching? Can one young troublemaker rout an alien onslaught? Tune in to *The Simpsons: Bart vs. the Space Mutants* to find out.



Acclaim
71 Audrey Avenue; Oyster Bay, NY 11771

GP

TEENAGE MUTANT NINJA TURTLES II

Tom R. Halfhill
Vince Matthews

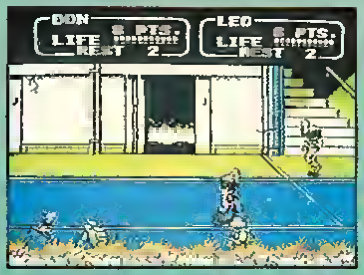


They're back! After the phenomenal success of their first outing on the Nintendo Entertainment System and the Game Boy, the Teenage Mutant Ninja Turtles have returned for a well-deserved sequel.

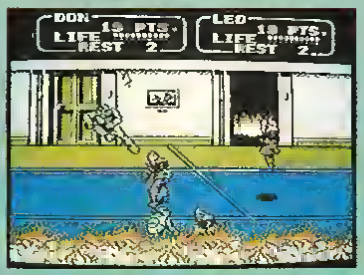
In *Teenage Mutant Ninja Turtles II*, you once again control Donatello, Raphael, Michaelangelo, and Leonardo on a pizza-fueled mission of mercy. Shredder, their old enemy, has recruited two intergalactic bounty hunters to seek revenge against the Turtles. As part of his dastardly plot, Shredder kidnaps April O'Neil, the beautiful TV newscaster who was rescued by the Turtles in the first game. Only the Turtles — guided by Splinter, the friendly sewer rat — can save April from Shredder and his goons.

Teenage Mutant Ninja Turtles II is modeled after the coin-op game found in video arcades. In fact, many scenes and characters are nearly identical. You can choose to play as any of the four Ninja Turtles, and two people can play simultaneously, each controlling a different Turtle.

When the game starts, Splinter and the Turtles notice a burning building in the heart of New York City. Sensing that the trouble-prone April is in danger, the Turtles rush into the flaming building to rescue her. But almost immediately, they run into brain-washed ninjas working for Shredder.

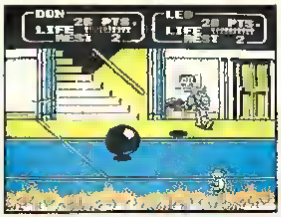


Most of the time, try to keep your Turtle near the bottom center of the screen — it's the safest spot, because enemies will have to come to *you*.

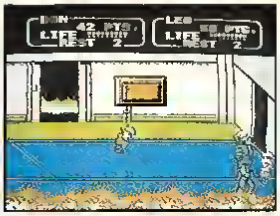


Learn to perfect your jump kick as early as possible — it's your most effective weapon throughout the game. A single kick is enough to defeat most enemies.

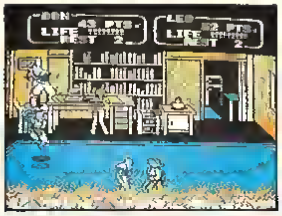
Ultra, 900 Deerfield Parkway, Buffalo Grove, IL 60089.



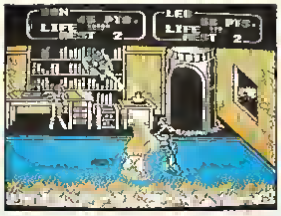
When the giant bowling balls start rolling toward you, keep close to the walls. In two-player games, this is one of the few times when it's a good idea to split up your Turtles.



These unicycle robots (known as Roadkill Rodneys) pop out of the floor and attack you from all sides. It's much easier to defeat them if you force them against the wall so they can't maneuver.



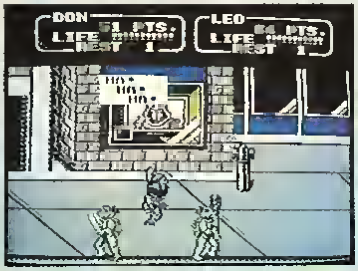
It's time to save April! These swordsmen are very dangerous, so stay near the center of the screen and use your power swing.



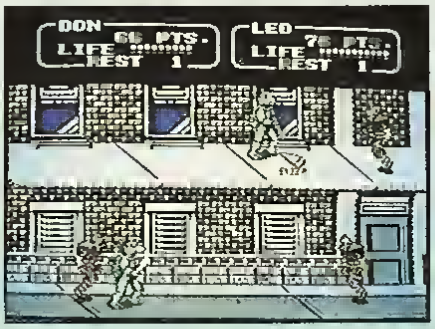
When Bebop (the stage boss) appears, don't wait for him to attack. Begin your assault immediately by striking him from the side, following up with a jump kick. Keep repeating this assault in short bursts, backing away each time.



After you defeat Bebop, Shredder suddenly appears. He grabs April and escapes through the window.



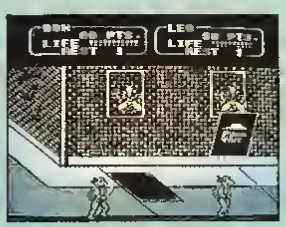
You can use the fire hydrant and parking meter as weapons by knocking them across the screen toward your enemies.



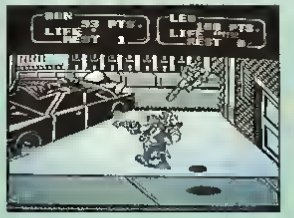
Don't forget to restore your life bar by eating the pizza on the upper-level walkway. Pizza slices come few and far between in this game.



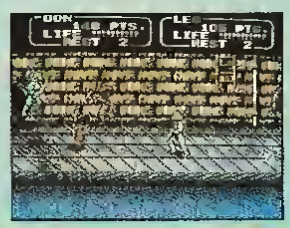
These enemies come crashing through a window with a flying kick. If you happen to be in their way, they'll knock you flat on your shell. Stay near the bottom of the screen.



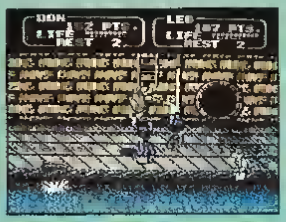
Again, stay near the bottom of the screen when walking down this street. Otherwise, the Pizza Hut signs will fall off the wall and crush you. Also, hidden enemies will jump out from behind the signs.



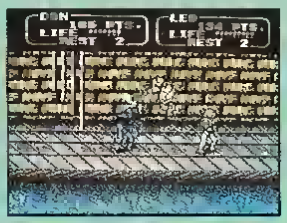
Rocksteady, the stage boss, is one of the toughest foes in the whole game. Keep moving and use the jump kick, because he'll try to ram you against the brick wall or the abandoned car.



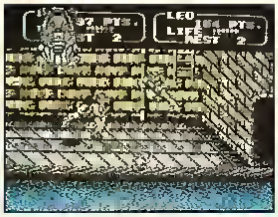
After defeating Rocksteady, you'll fall down the manhole into the sewers. Some of the first enemies you meet are armed with hammers. Keep moving and use the jump kick.



Sometimes you can't stay near the bottom of the screen when you're in the sewers because missiles shoot from the water. You can test this from time to time by jumping into the water, but be ready to jump back out.



Look out for the bars that drop from the top of the screen. If your timing is good, you can pass by them unharmed.



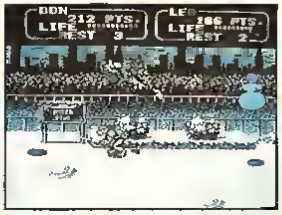
Professor Baxter Stockman is the next boss. He arrives in a hovercraft that flies in a figure-8. He's easy to defeat if you just keep striking him, mixing your blows with jump kicks.



With April tied up in the background, Baxter and Shredder gloat over their expected victory against the Turtles



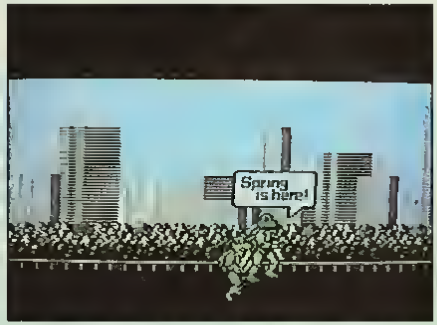
After leaving the sewers and returning to the surface, you discover that New York City is covered with snow. Don't let that snowplow turn you into slush!



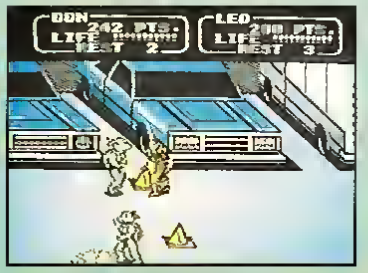
In Central Park, you're attacked by Frosty the Hit Man — jumping snowmen armed with guided missiles. To stop these snowmen from shooting at you, force them off the side of the screen and keep swinging. Be careful not to stumble into the snow-covered manholes



Tora, one of the bounty hunters hired by Shredder, is a ten-foot-tall, half-ton blizzard beast. He hurls boulders at you and slaps your face. Dodge the boulders and counterattack with your jump kick and power swing.



Spring may be here, but April isn't. You've still got quite a way to go before you can stop and smell the flowers



In Vinnie's Valet Parking Garage you can use the traffic cones as weapons, just as you used the parking meter and fire hydrant in stage 1. Before the enemies get too close, hit them with the cones.



Don't get in front of this car — it'll run over you. Approach it slowly, then quickly jump backward when it roars forward. It will be followed by enemies armed with machine guns. Keep moving, and defeat them with your jump kick and power swing



Whack this barrel a few times, then move toward the lower right corner of the screen to lure the enemies out of the moving van. When they pass by the barrel, it explodes and wipes them out.



Baxter attacks again, but scarf down the pizza before attempting to fight him. Then use the jump kick to back him against the wall and keep him trapped



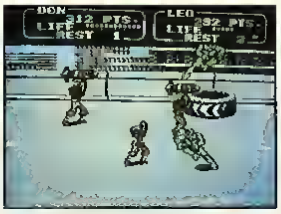
April is saved! But you still have to seek revenge against Shredder.



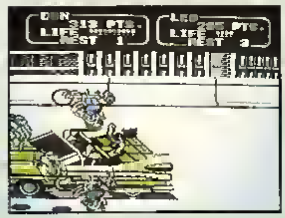
Battle these spear-throwers with your kicks. Keep moving and stay low.



These chaps assail you with croquet mallets, the weapon of choice for the refined ninja. Fight them as you did the hammer-wielding punks in the sewers.



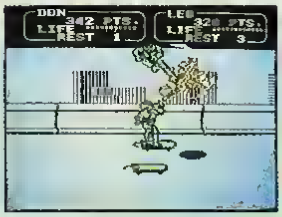
Too poor to afford rocket launchers, these ninjas *throw* their missiles at you. When the missiles land, they take a few seconds to explode. Avoid the missiles, then attack the ninjas.



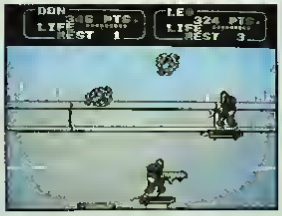
On the Rock-A-Fella Expressway, motorcycles and tailfinned cars from the 1950s try to turn you into road pizza. Jump out of the way, then try to knock the bottom cyclist off his bike.



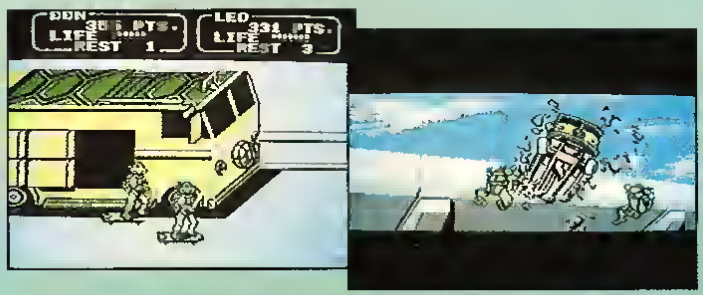
Criminal ninjas emerge from this roadblock and start throwing tires at you. Either move to the bottom of the screen or try to deflect the tires. Deflecting the tires, however, requires *exact* positioning and timing.



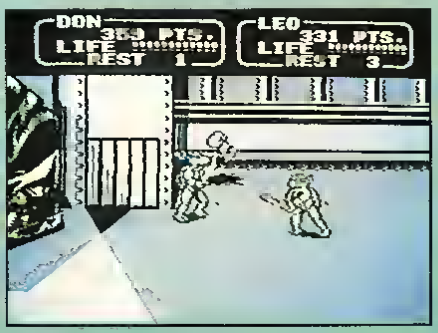
Now on jet-powered skateboards, the Turtles encounter Blackhawk helicopters armed with machine guns and bombs. To fight off the choppers, use your jump kick and force them toward the right side of the screen.



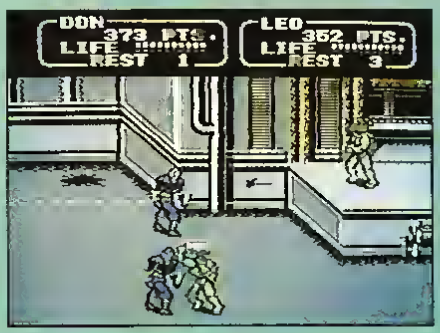
Next you're attacked by machine gunners on skateboards, then by enemies throwing boomerangs. Keep moving while hacking, slashing, and kicking.



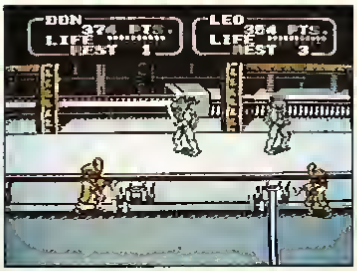
If you make it this far, the Turtles' van arrives to pick you up. But pizza-eating and driving don't mix. After missing a turn, the van crashes and the Turtles are thrown back onto the street.

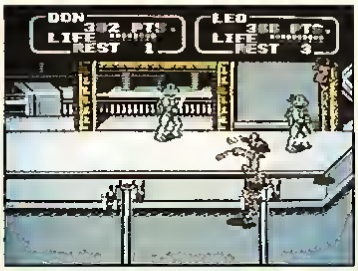


Splinter is kidnapped by Shredder's robots! Now the Turtles have someone else to rescue.

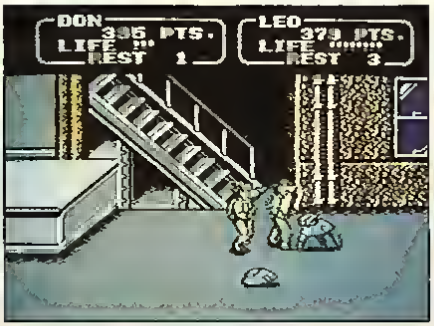


In the Rock Quarry Factory, watch out for these knife-throwing fools. Use kicks or power swings to block the knives, then counterattack.

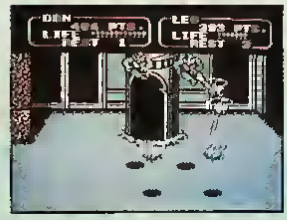




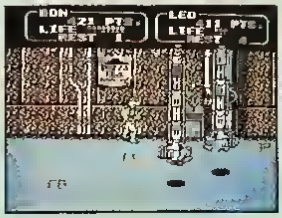
Life-draining lasers suddenly make the sidewalk too dangerous for travel. To avoid them, jump up onto the catwalk, then bash the hostile ninjas who try to chase you



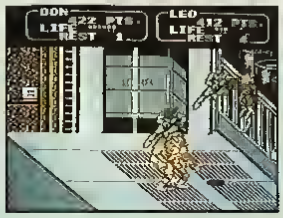
The sky is falling! These walking tripods drop down from the ceiling, then try to zap you with stun rays. If you watch for their shadows, you can figure out where they're going to drop and be ready for them



Tubular Transports (mechanical mosquitos with laser guns) are your next foes. Jump high to dodge their lasers, then strike back with jump kicks.



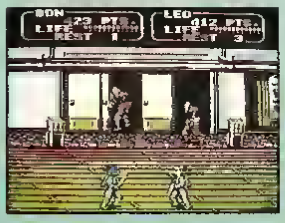
Move back against the wall to avoid these bolts of energy



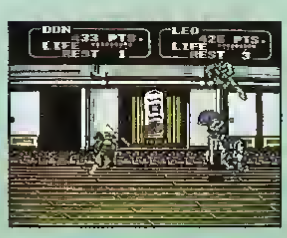
While Splinter — who's tied to the wall — looks on helplessly, the Turtles struggle against the Stone Warrior, who tries to cook them with his flame-thrower. Remember, your most effective weapon is the jump kick



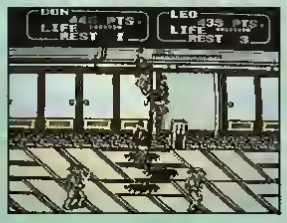
Freed from bondage, Splinter thanks the Turtles.



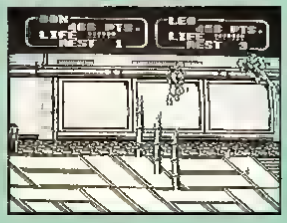
In the House of Shogun, watch out for enemy ninjas who pop out of the secret passages and doorways



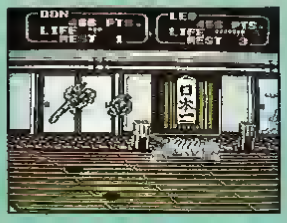
These hulking hunchbacks attack in the same pattern as the snowmen you fought earlier in the game. Respond with the same tactics you used before



More foes come crashing up through the floor. Continue to stay near the bottom of the screen



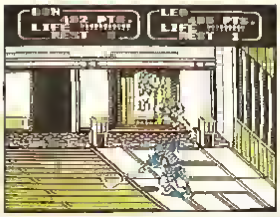
To avoid being skewered and appearing on Shredder's dinner menu as Turtle-kabob, move to the top of the screen and jump over these spikes



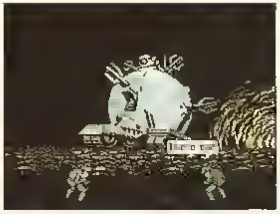
This paper tiger (Vincent Van Growl) jumps off the wall and charges toward you. Hit him, then jump out of the way. Keep repeating this attack until he turns into flame. Then get ready for a second tiger



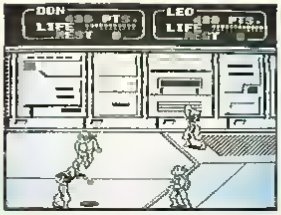
Next you encounter jumping scorpions that thrash their tails like whips and fire lasers from their stingers. Back 'em off the edge of the screen and keep swinging



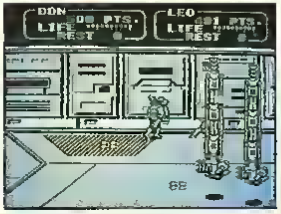
Defeating Shogun, the second bounty hunter hired by Shredder isn't easy. He swings a mean halberd, and when you kick him, his head comes off and orbits his body like a defensive satellite. Move in close and keep swinging, then finish him off with a jump kick.



The Technodrome — Krang's hideout! It's time for some housecleaning.



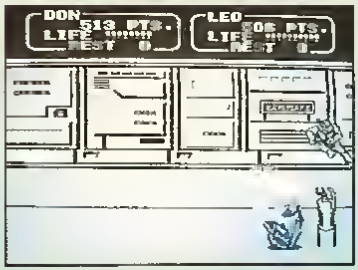
Inside the Technodrome, enemies start attacking you with boomerangs, knives, and other weapons. Stay near the bottom of the screen, and counterattack with your power swings and jump kicks.



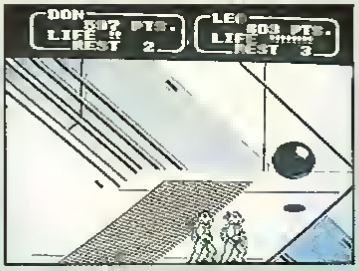
Immediately afterward, you'll once again encounter those bothersome energy bolts. Quickly jump to the backwall.



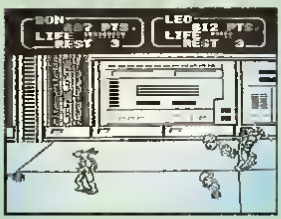
Your next obstacles are these swordsmen and wall-mounted lasers.



Freon tanks pop out of the floor and spray you with freezing gas. Jump toward the right if you don't want to become a tortoise-sicle.



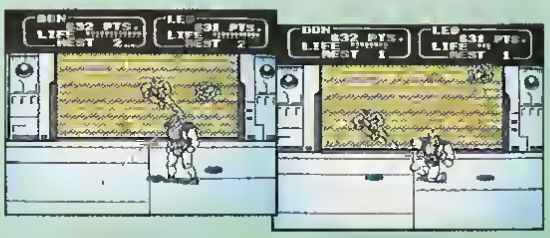
To keep from being flattened by these giant bowling balls, stay to the lower right corner of the screen.



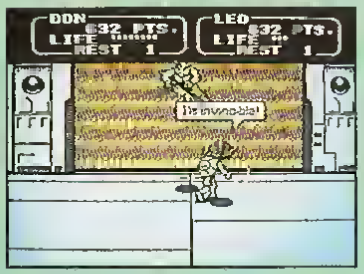
Most of the enemies in the Technodrome are ones you've seen before, like these Roadkill Rodneys. Use the same tactics you used earlier.



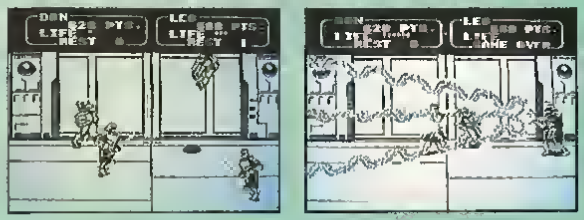
Remember the Stone Warrior? This time he attacks with a missile-firing arm instead of a flamethrower. While fighting him, watch out for the bars in the doorway — they're electrified.



The next robot attacks you by firing lasers from his eyes and shooting pieces of his arms. Jump out of the way, then strike back with your jump kicks.



Surprise! Krang jumps out of the destroyed robot's belly. Although he's really just a flying brain with eyes, he swears he's invincible.



Shredder suddenly appears, using ninja magic to split in two. You must knock the helmets off both Shredders to defeat them. But if you accidentally hit a Shredder who has already lost his helmet, he dies and the remaining Shredder splits in two *again*. And if you get zapped by Shredder's lightning bolts, you'll be transformed into a helpless baby turtle! Only the toughest Ninja Turtles can survive this onslaught to reach the final battle with Krang.

GP

BACK TO THE FUTURE: PART II & III

Brian Carroll

That time-traveler, Marty McFly, is at it again. He first left the comforts of 1985 for the fabulous 50s in *Back to the Future*. Now in *Back to the Future 2/3*, McFly has to return 1955 again to undo the damage done by his archenemy, Biff Tannen.

The first half of this videogame, based on the last two *Back to the Future* movies, takes place in 1955, 1985, and 2015. The second half takes you back to the 1800s.

In the first half of the game you, as Marty, must collect 30 objects and return them to the time periods in which they belong. Look for the secret rooms found in each time period, then press up on the controller to travel through the door and into time.

The action begins in 1985—a 1985 totally unlike the one you left. Using an object from the future, Biff has made wise bets and investments and is now the kingpin of Hill Valley. Your peaceful, picturesque town has been turned into a slum of burned-out buildings teeming with rodents.

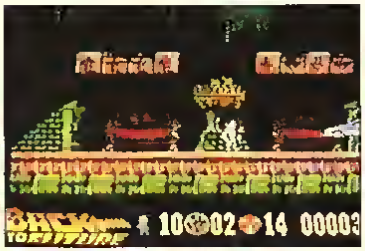
Your primary objective should be to rack up huge scores, store junk food and fuel, and gather golden keys — supplies necessary in your quest for the 30 objects. Since you travel through time *and* space, you're also going to need Doc Brown's souped-up sports car. As in the three films, the DeLorean deluxe makes time travel possible. However, you should commute sparingly between years. Each time you travel to another year, you leave a clone of yourself behind.

HINT

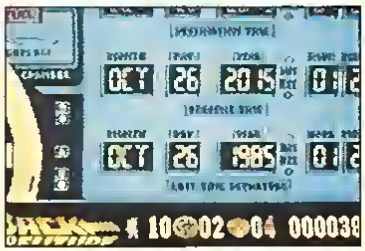
You occasionally see rooms that appear to be impossible to reach. If they're too high for you, try going back in time and planting an acorn under the spot you need to go. When you return to that spot in the future, you should find a large, healthy tree suitable for climbing.



The action in *Back to the Future: Part II & III* is more faithful to the movie than the *Back to the Future* videogame.



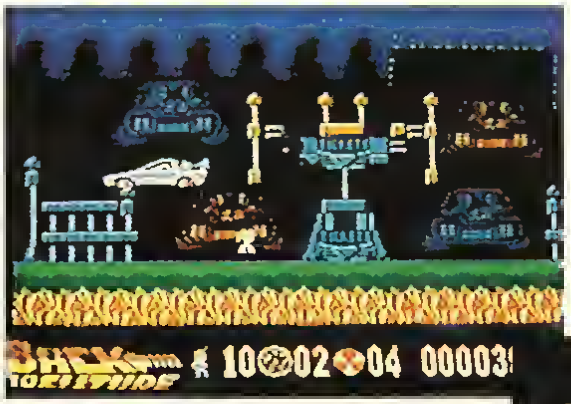
You can summon your flying sports car/time machine using the remote control, which is initially hidden in a secret room.



After climbing inside, dictate the time to which you wish to travel by using the control panel.

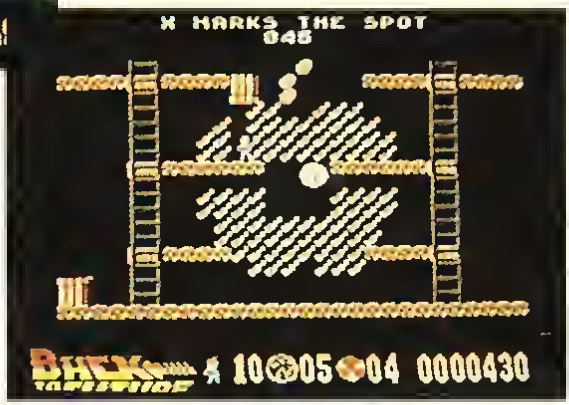


Take advantage of these hoverboards. Not only do they move fast, but they also make you invulnerable when riding one.



Having trouble finding the compass? Have you seen any movies lately?

Object rooms and puzzle rooms are scattered throughout the game.



This is fine as long as you avoid your twins—running into one of the clones means instant death.

Constructing a map as you go along is a good way to keep up with where you're going and where you've been. Since each time period contains 16 streets (some of which are connected by alleyways), it's easy to get confused. You can use a compass by pressing the Select button on your controller. Press the A button to call



Biff appears when you least expect him, so be on your guard.

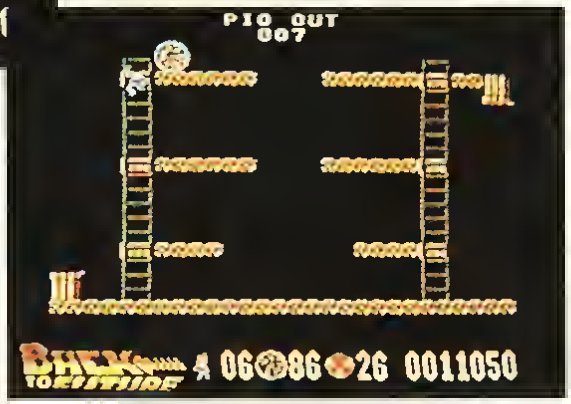


A common place to look for puzzle rooms is under manhole covers.



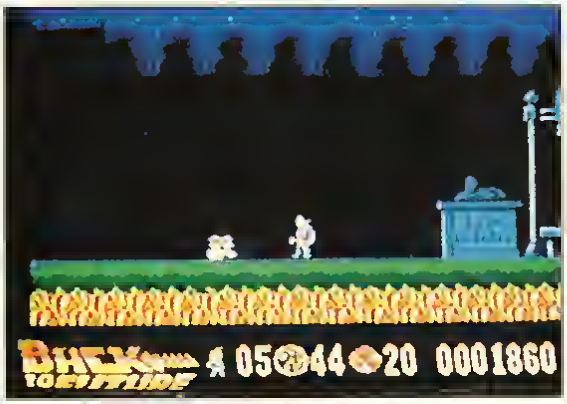
This room full of clocks yields a skateboard if you search it closely enough.

Grab all the pizza you can in order to replenish your life meter.



up a map of your current position.

Even with a map, however, walking the streets of your beloved Hill Valley can be dangerous. The streets are crawling with creatures and are lined with obstacles. Though you can destroy most of the impediments by jumping on top of them, others — such as the bubble-blowing fish, bombs, and hail — are just too powerful. Grab any items the creepy-crawlies leave behind, but move fast



Zap one of these pesky enemies for some shooting power.



Push the Select button on your controller not only to check your status, but also to plant an acorn or use the remote control or compass.



It's better to hitch your wagon to a cloud than a star to cross wide chasms

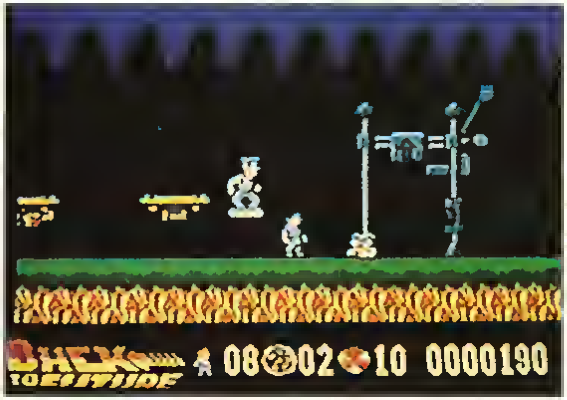


This puzzle screen shows 4 objects found, 16 to go.

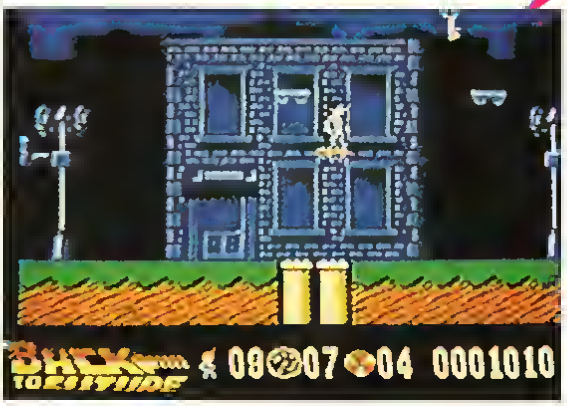
because they quickly drop out of reach.

Once you successfully round up all of the objects and somehow put them back where they belong, don't think your adventure is over. You haven't secured peace and tranquility for all mankind by putting an end to that jerk, Biff—you've merely proven yourself worthy to tackle the game's final challenge—the wild, wild West.

GP



When you see Biff zip across on his hoverboard, jump on him to avoid annihilation and to gain use of the board.



The Hill Valley sewer caps make nice elevators.



There's nothing more beautiful than a tree, so try planting one of your 1955 acorns right here

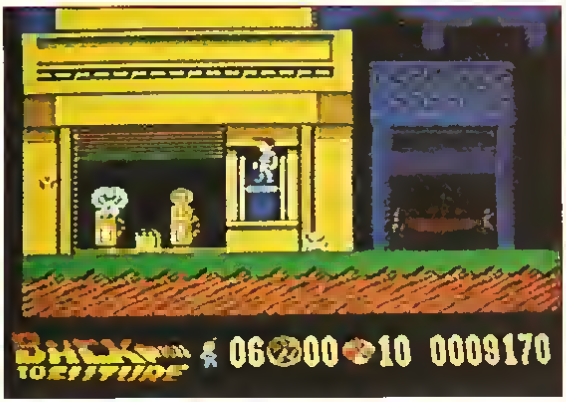
These three enemies are common to the years in the past



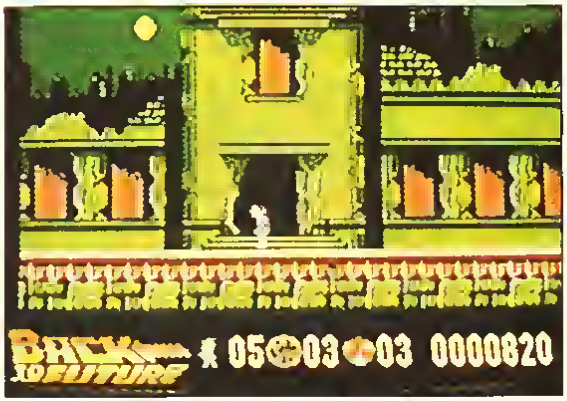
HINT

Never let down your guard because Biff continues to ambush you at the most inopportune times. And don't forget that there are three versions of the town's least-liked thug: the Biff that races across the screen on his hoverboard, the Biff that runs after you, and the Biff that fires streams of bullets.

LJN
(a division of Acclaim)
189 South Street; Oyster Bay, NY 11771



Skulls usually mean trouble — and the ones in this game are no exception



Under Biff's reign of terror, Hill Valley High School ends up a towering inferno

DICK TRACY

Lisa M. Bauchey

Ace detective Dick Tracy is sure that Big Boy Caprice is the brains behind the crime wave that's drowning the city, but he's finding out that knowing who to blame and putting the mastermind behind bars are two entirely different matters.

In Bandai's *Dick Tracy*, a two-way wrist radio is tuned to your frequency as you don the crack crime-fighter's yellow trenchcoat and pound the pavement in search of bad guys. Solve a series of five crimes, and you'll have all the hard, cold evidence you need to put Big Boy away.

The game has three main areas of play: an overhead view of the city, side views of building interiors, and information screens. A notepad and mug book are included in the info screens and are accessible from any of the police stations scattered throughout the city.

When the game begins, your notepad lists the crime under investigation and the game's first clue. As you uncover additional clues, they appear in the notebook in the order you should have discovered them. You won't be able to make an arrest stick unless the notebook is filled with evidence against your prime suspect.

If you're stuck on a clue, open the mug book for a profile on your main suspects. This screen identifies Big Boy's known accomplices, pinpoints their last known location, and might help you analyze a clue or find a crook.

When Tracy hits the street, the game shifts to the overhead view of the city — but the streets in this city are tough. Snipers try to pick you off from the rooftops, and you might find yourself in a high-speed chase or two.

HINT

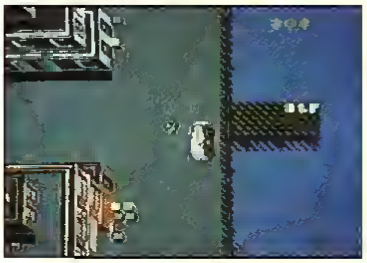
When you enter a building to investigate a crime, stay close to the top of the screen. It's possible to avoid most of the unarmed bad guys. If you move slowly, it's fairly easy to pick off the gun-toting thugs from this vantage point.



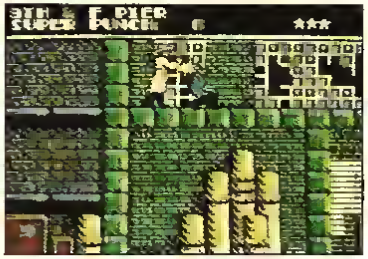
Each clue you find tells you which location or criminal to look for next. Check out the mug book if you have trouble deciphering a clue.



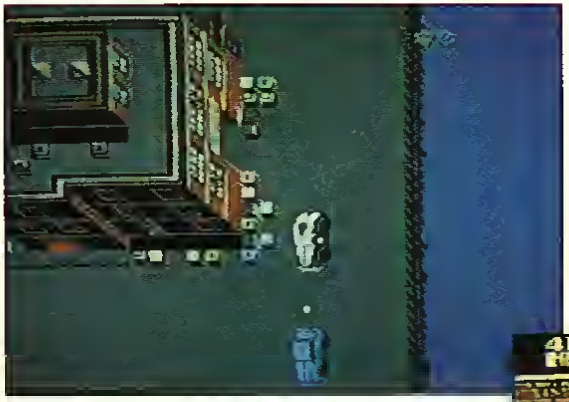
Avoid the fire of rooftop snipers by staying in the squad car, or use the car as a shield and shoot back. If you kill a sniper, he won't reappear during that case.



The alphabetic street names increase as you move toward the top of the screen, and the numbered street names increase as you move to the right.



A knockout punch leaves the bad guys down for the count.



Chances are that at some point you'll end up on a high-speed chase through the streets of the city. You must hit an enemy car 20-25 times to stop it.



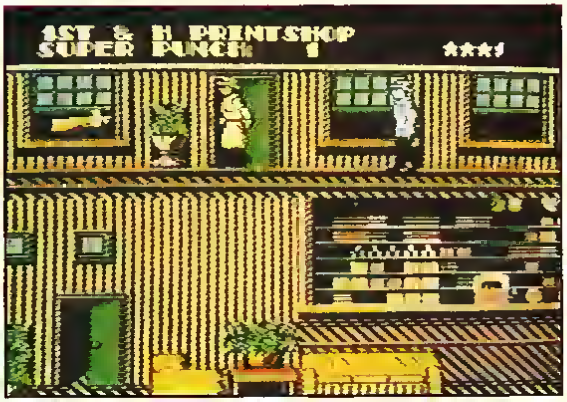
While you're clearing an area of thugs, you might find evidence for the crime you're investigating. The clues are all clearly marked — but some of them are well-guarded.

Riddle the criminal's car with at least 20-25 shots to stop it, but be careful. If *your* car is hit by too much gunfire, you're pulled off the case.

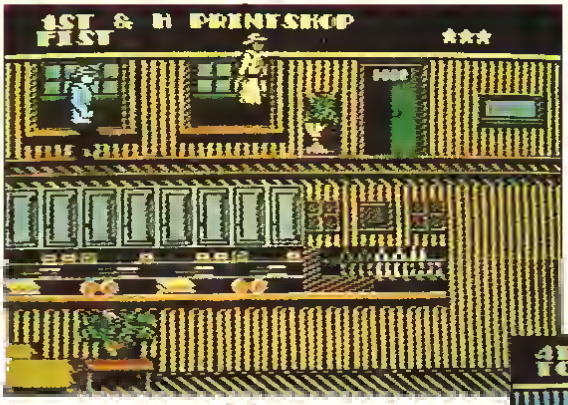
The game switches to the side view when you enter a building and are met by fist-fighting and gun-toting bad guys, plus watchdogs and sewer rats. Fire on the armed criminals, but remember that if you blast an unarmed bad guy, you lose one of your four badges of energy. If you return to a police station with half a badge or less, you receive up to one full badge of power in exchange, so



Following up on each clue you find leads to the next bit of information needed to solve the case.



Special weapons and devices are hidden in crime scenes throughout the game. The tommy gun adds a rapid-fire machine gun to your arsenal.



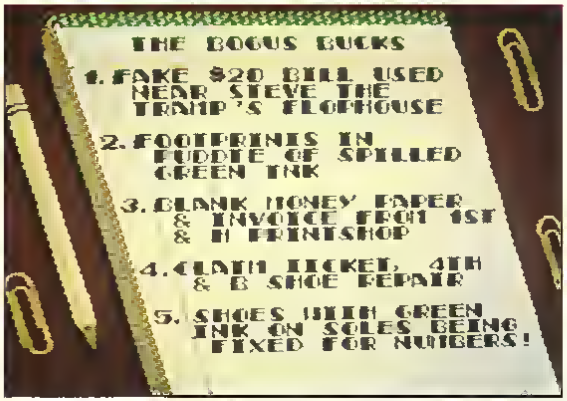
You can enter any building at any time, but you'll only be able to explore buildings that hide clues or criminals. To leave a building and return to the street, find the clearly marked exit.

Defend yourself by firing on armed criminals, but remember that your supply of ammunition is limited. If you run out of bullets, pick up a new clip at any police station.



there is less risk of dying.

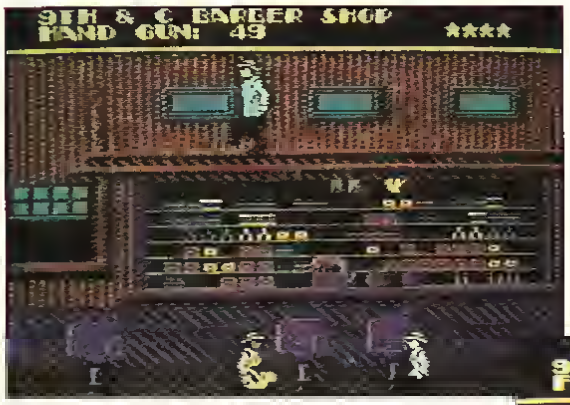
While you're clearing an area of thugs, you might uncover evidence or a bad guy to haul in for questioning. When you apprehend a criminal, the screen shifts to the interrogation room, and you must decide whether to arrest or question the suspect. If you arrest the right mastermind, he ends up behind bars, and you get the first clue in the next case. But if you arrest the wrong thug (or try to interrogate a criminal not involved in the crime), you won't receive any information and



As you uncover clues in each case, they're listed in the notepad in the order you should have discovered them. Your notebook must be full to make an arrest stick.



The mug shots screen reveals the name and job of each of Big Boy's cronies along with their last known location. This is a good place to look when you're trying to find a suspect.



You can try to avoid their fire, but the bad guys can duck and shoot as well as you. Move slowly and try to stay near the top of the screen so you can see them coming.

Hearts are first-aid symbols in this game. When your energy runs low, grab the heart symbol so your energy will return to a four-badge level.

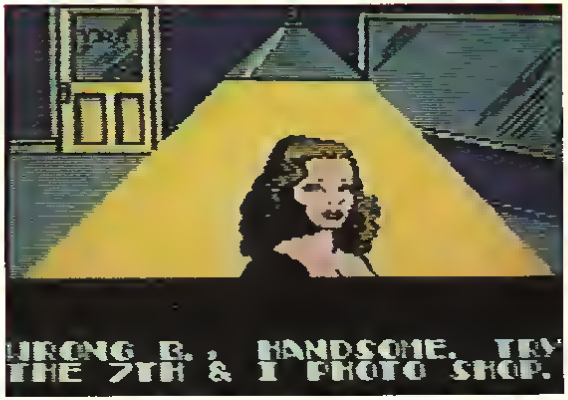


must set him free.

Players of all ages should enjoy this arcade adventure — it's a step above the average cops and robbers shoot-em-up games. Loosely based on last summer's hit movie, *Dick Tracy's* graphics are crisp, clean, and colorful (if a bit repetitious), and the search for clues and criminals adds a nice twist to the usual kill-or-be-killed game theme.



The closer you get to the big boss, the tougher the bad guys get. The unarmed thugs are easy prey early in the game, but they start fighting back during later cases.



Madonna she isn't, but Breathless Mahoney is still Big Boy's best-looking crony. When you pick up a bad guy, the screen switches to the interrogation room.



Firing on unarmed bad guys only saps your energy — you must get by them using brute strength or a knockout punch.

Avoid any dogs you might encounter If they touch you, you lose energy. Instead, defeat the dogs by punching or shooting.



HINT

Remember where you find weapons such as tear gas and tommy guns that enforce you'll need. If you make repeat trips to that building to stock up, you should have enough ammo when to get out of any sticky situations you encounter.

Bandai

12851 East 166th Street; Cerritos, CA 90701



When you arrest the right criminals, they're put behind bars. It looks like Big Boy's going up the river for a long, long time.



Lock up Big Boy, and you'll become the toast of the town!

DIRTY HARRY

Brian Carroll

I know what you're thinking, punk. You're thinking, 'Did he fire six shots, or only five?' Now, to tell you the truth, I've forgotten myself in this excitement. But seeing as this is a .44 Magnum — the most powerful handgun in the world — you've got to ask yourself a question: 'Do I feel lucky?'"

If *you* feel luckier than that hoodlum, maybe you're ready for the game based on the 1971 Clint Eastwood movie *Dirty Harry*. As Inspector Harry Callahan, a maverick career cop with a flair for the dramatic, your job is to stop a Colombian drug distributor who's setting up shop on Alcatraz island. His name is Anaconda — and he doesn't like cops.

Oh, there's one additional problem. The police chief just ordered you to take two weeks of vacation. But what better way to unwind than stalking a notorious murderer who's employed legions of hooligans, street gangs, dock workers, mercenaries, and paratroopers for the sole purpose of eliminating you? When you're Callahan, these punks can make your day.

Before beginning your vacation, it's important to remember one of Callahan's cardinal rules: "A man's gotta know his limitations." In this game, those limitations include lacking the necessary weaponry to defeat the level leaders. So in addition to surviving, your goal should be to locate — and locate quickly — a harpoon gun and a bazooka.

Grab as many chili dogs and rounds of ammo as you can along the way because you're going to have to keep feeding Callahan and his .44 throughout the game. To find these items, search the rooms in all the city's buildings. It can be a tedious job — especially since your vacationing status precludes calling in backups —





Kill Anaconda's anacondas by jumping on their heads.



If you stand beside this punk and jump up and down, you might get to wear his suit.



Beware of fishermen — as in thugs fishing for cops.



Search all of the rooms for valuable items.



To avoid a shocking experience, make sure you drop off of the line before you reach the transformer.

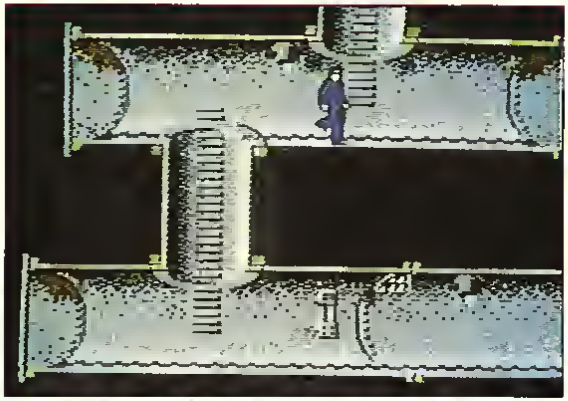
Call up your status screen to check your items and ammo supply



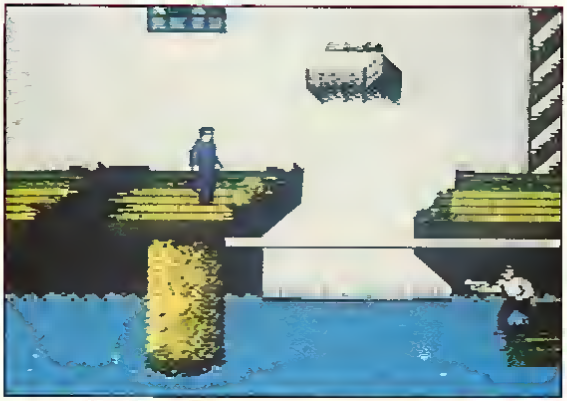
but there's plenty of action to liven up your search. Anaconda's henchmen wait around each corner.

The high level of action that's characteristic of any Clint Eastwood movie makes for a fun, fast-paced adventure game. And there are enough challenges for gamers of all skill levels, although the game is no piece of cake. You might find it difficult, for example, to cross the mountain in level three, since you can't always distinguish where you can stand and where you can't. And the falling rocks don't help your deliberation process.

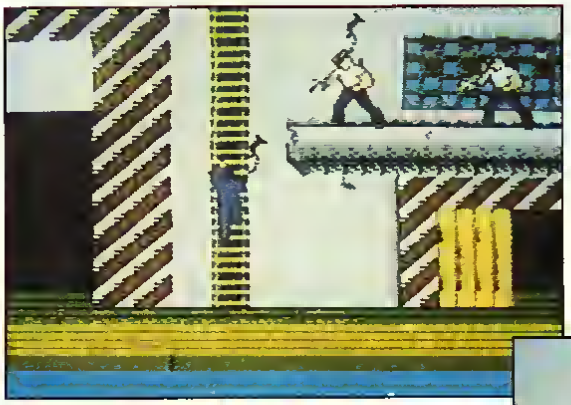
Despite its identification with the film, in the videogame Callahan



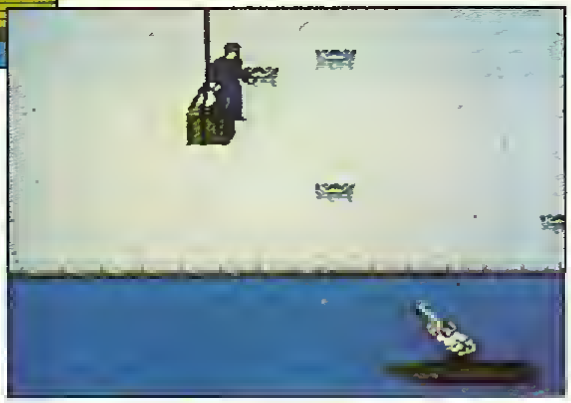
The dripping slime is toxic, so watch your step in the sewer system.



If you kill this hooligan, you'll earn the harpoon gun.



Having trouble getting across? Try kicking the floating explosives into the water and shooting one as soon as it reaches the thug.

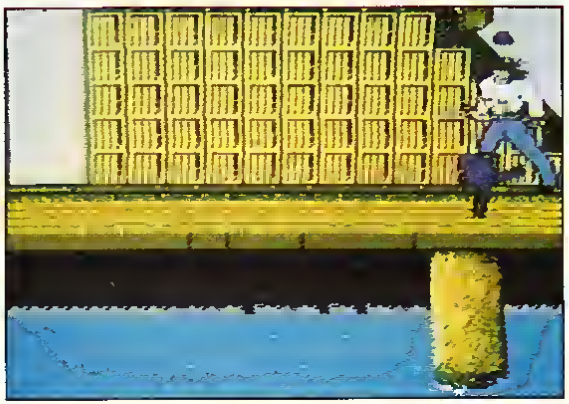


The moving crate is good transportation, but watch out for the speedboats.

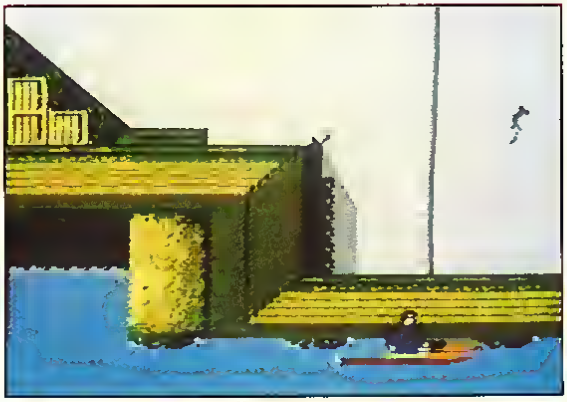
could be any cop, and his enemies are equally generic. While the *movie* could rely on the strong screen presence of Clint Eastwood, whose lethargic approach had a dynamism all its own, the *game* can't. As a result, it's very two-dimensional—although no more than any shoot-em-up not based on a movie.

Be aware that the game is full of gratuitous violence. In the *Dirty Harry* films, the brutal but well-intentioned Callahan applied his own sense of rude justice. As he's said, "There's nothing wrong with shooting, as long as the right people get shot."

In the videogame, Harry has to shoot, punch, and kick his way



Kick the boss at the end of level two repeatedly in the crotch. It's a crude but effective technique.



This speedboat is your ticket to ...



... Alcatraz island and Anaconda's headquarters.

Use your rope to climb across the mountain in level three.



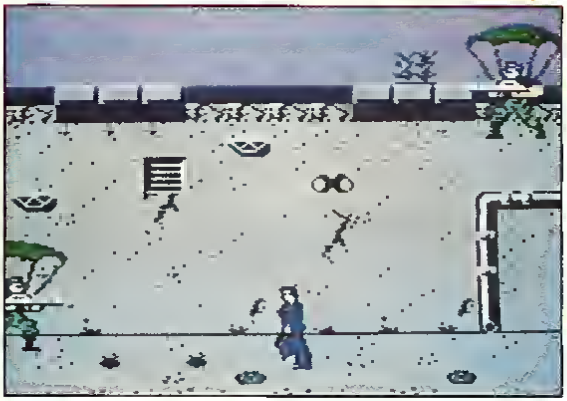
through, over, or around *everybody* he encounters. He's not trying to restore some kind of justice, he's just trying to survive. So if you're looking for a solid arcade game and the *Dirty Harry* angle is simply an interesting footnote, then you'll probably enjoy this game. However, if you're a big Eastwood/Callahan fan, you might be disappointed.

Hey, but if you're *not* an Eastwood fan, find someone who is. Each of the passwords in *Dirty Harry* is based on Eastwood's career—but the hitch is that you have to enter movie titles or character names until you hit on a word that gives you an advantage.

GP



Do *not* go through the yellow doors in level three. If you do, don't say we didn't warn you.



You have to time your harpoon shots so they hit this thug as soon as he lands.



Shoot the tower guard to get the bazooka.

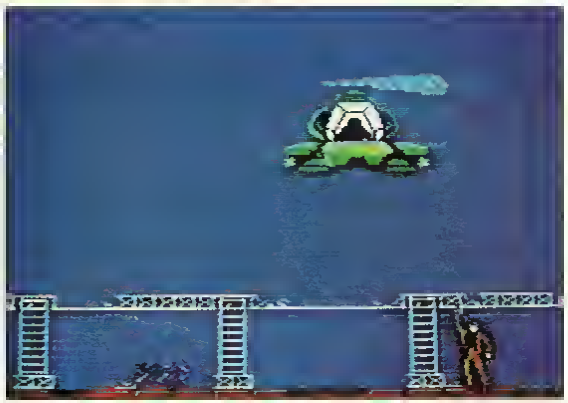
The big snake pulls out all of the stops in level three. Shoot the paratroopers in the parachute to hasten their descent.



HINT

Defeating the level leader for the second stage requires hitting below the belt — literally. You must kick the guy in the crotch several times in succession. Let's face it, Harry isn't called "Dirty" for nothing.

Mindscape
(a division of The Software Toolworks)
60 Leveroni Court; Novato, CA 94949



Anaconda's ride is here, but a few shots from your bazooka will cancel his flight.



The final confrontation: The drug lord is no match for your firepower. Four shots from your bazooka and the dude is toast.

DRAGON WARRIOR II

Jeff Lundrigan

A century ago, the son of Erdrick the Great defeated the evil Dragonlord and brought peace to the land of Alefgard. But that peace has been shattered. Hargon the Sorcerer has attacked Moonbrooke and burned the castle to the ground as part of his plan to rule the land by summoning ill-omened gods back from the dead.

It's up to you — son of the King of Midenhall and a descendant of Erdrick — to recover five mystic Crests and to gain enough power to defeat Hargon.

A translation of a Japanese game in the *Dragon Quest* series — the most popular game series in that country — *Dragon Warrior II* is set, as was the first *Dragon Warrior*, in Alefgard. But the kingdom in this game is almost four times larger than it was in the original. A lot of other things have changed in 100 years as well.

Before you set out on your quest, travel to the nearby castles and talk with the other descendants of Erdrick. Your father, for example, can provide you with provisions you need to survive. Don't forget to equip yourself with them on the Command menu — otherwise you'll just carry them around.

Although you're told that the Prince of Cannock is willing to join you on your mission, he'll have just left his castle if you stop by. In fact, he'll have just left everywhere you go early in your adventure. Don't let it bother you — simply follow any directions you're given and keep looking in the inns of the cities and castles you pass through for the elusive prince. Once you finally track him down, the going becomes a little easier, thanks to his ability with magic.

After you've found the prince, travel to Moonbrooke, where a princess is waiting — even if she's a little

HINT

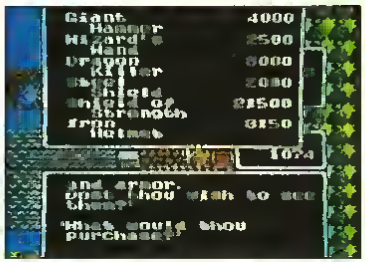
When using the Mirror of Ra on the princess don't try to talk to her first or allow her to be in your party — it won't work. Just walk up to her and select the Mirror with the Use command. The Mirror shatters, and she's changed back into her natural form.



This old man of Lianport will gladly give you a ship — but only after you help his granddaughter. She's been keeping some dangerous company lately.



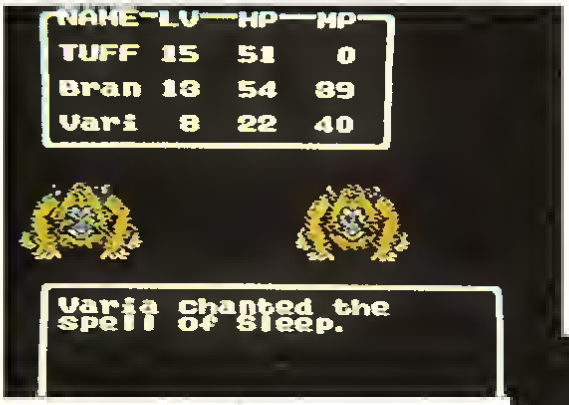
Be sure to check the tool shop of every castle and village for new items. You'll find the Wing of the Wyvern in Leftwynne, a village located to the east of Midenhall.



When you're in the weapon shop, remember that the more it costs, the better it works. Don't be afraid of getting ripped off — cursed items can only be found, not bought.

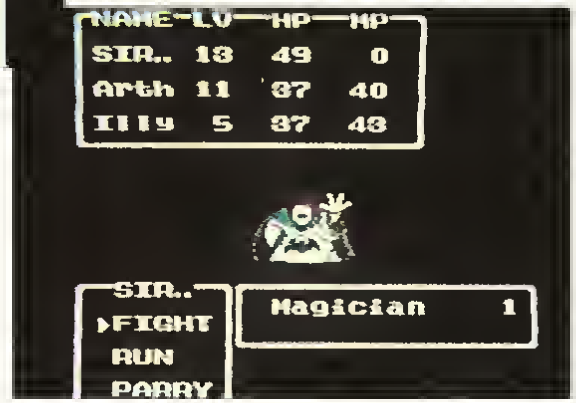


You save the game by recording your deeds in the Scrolls of Honor. Remember that if you're killed, it's sometimes easier to return to a saved game instead of trying to be revived.



The Sleep spell is especially useful. You can often knock out a whole group of creatures for only a couple of magic points — and they'll probably stay asleep, too. And the Sleep spell is often better than Infernos against tough enemies

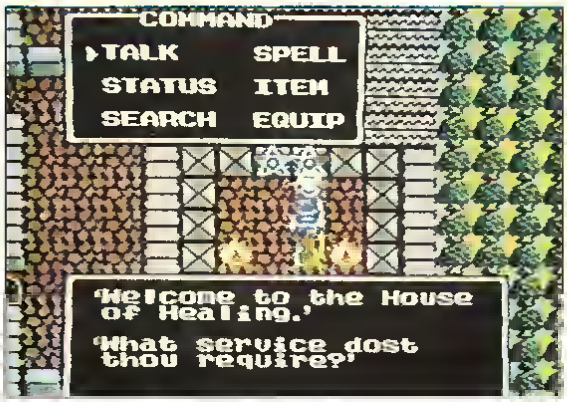
You'll soon discover that some monsters have magical abilities. Any spell or item you can use to reflect or block spells cast your way is a good idea — if your party is put to sleep, you'll be helpless.



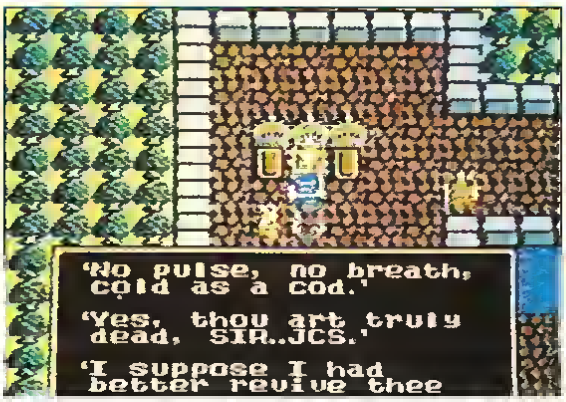
worse for wear after an encounter with Hargon. On your way to Moonbrooke, you pass through Hamlin. Rest here long enough to pick up some vital clues and buy a few potent items in the weapon shop.

The princess has magical abilities, too, and once she has joined your party, you can afford to spend some time wandering the area around Hamlin. The monsters there are tough, but if you're cautious and properly equipped, you should quickly gain experience points. The princess, especially, should rapidly improve — make sure she keeps fighting until she's able to cast the Fireball spell.

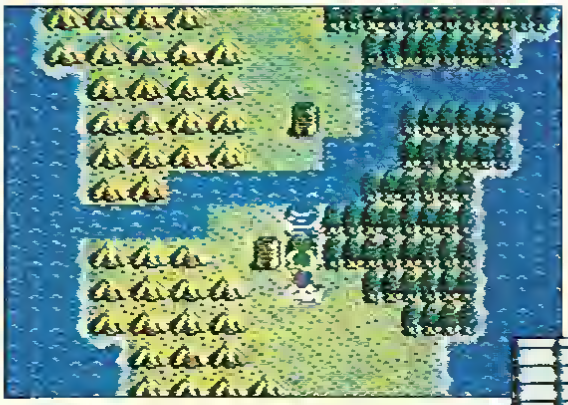
When you enter combat, the



Houses of Healing can be found in most castles and villages. Here you can revive individual characters who have died, but you've got to pay the price.

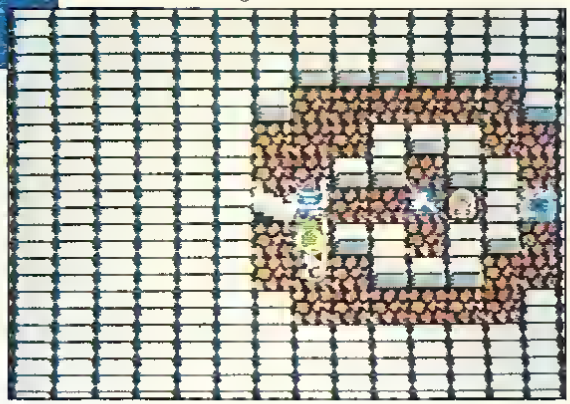


Even if your whole party is destroyed, the King of Midenhall can bring you back. It costs as much as the Houses of Healing, however.



If only you could fly, then you could count on a good breeze taking you across the Dragon's Horn.

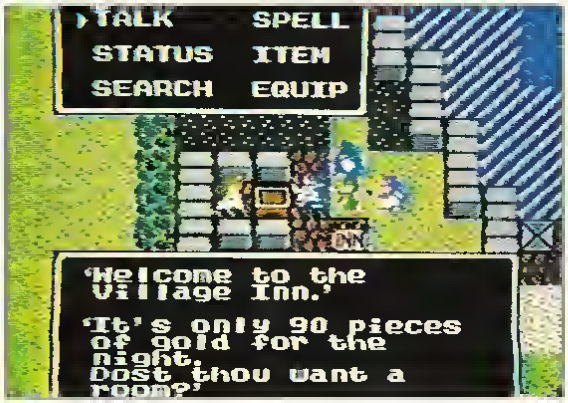
If you can prove that you're a true descendant of Erdrick, this old man will give you one of that hero's missing relics.



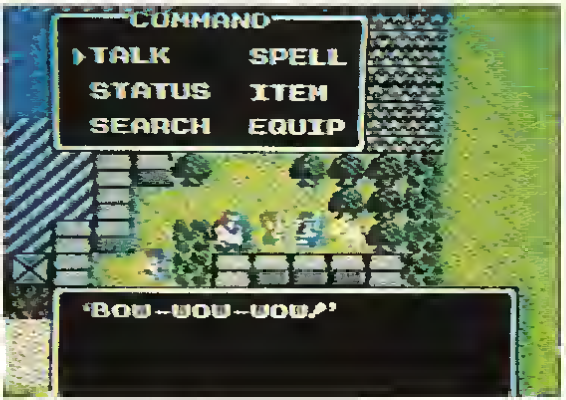
game freezes until you enter battle commands. Plan your fight carefully, and don't forget that some spells work on entire groups of enemies. Don't skimp on these — the faster you can eliminate your foes, the better. Don't skimp on the Heal spells, either. A dead party is of no use to the people of Alefgard.

Use the Run command only when you must. You *may* get off the hook occasionally, but if you can't escape, you've let the enemies get in some free shots. But if your enemies haven't seen you, you can flee without fear of being caught.

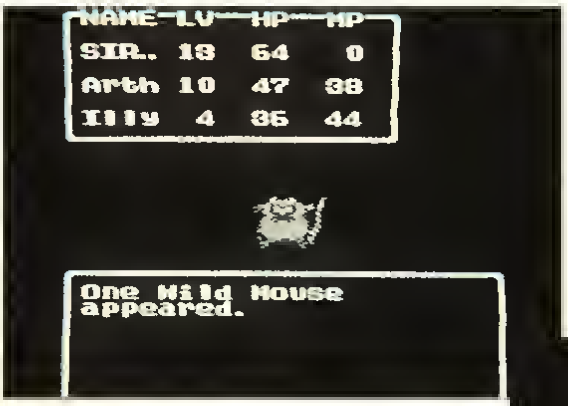
After you've tucked a little combat experience under your belt,



You regain all magic points and heal all wounds by staying overnight at an inn. Different inns charge different amounts, however — and some of the prices are outrageous.



There's a dog in a village full of children, old men, and lonely sailors' wives who deserves your attention. Follow him — he leads you to the golden key.



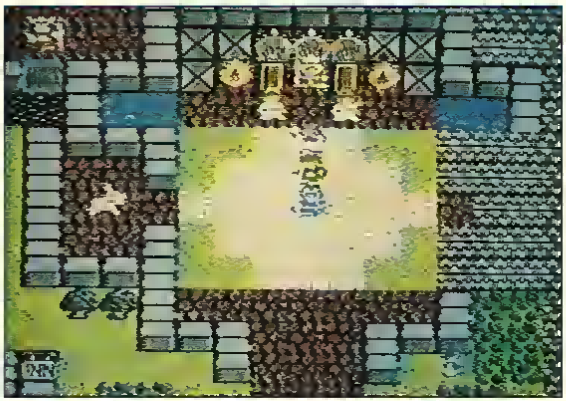
Plan a strategy for each battle and know your enemies' strengths and weaknesses — a single Wild Mouse is not usually a problem...

...although four Horks can spell trouble indeed

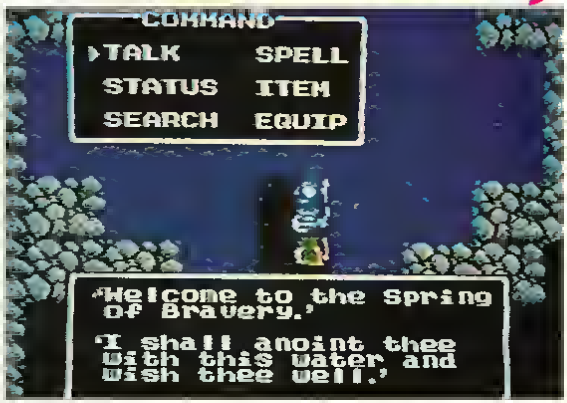


look for a ship so you can explore the rest of the world. But remember, you have to find the Cloak of Wind before you can set sail. Just follow the clues you're given, and you shouldn't have too much trouble.

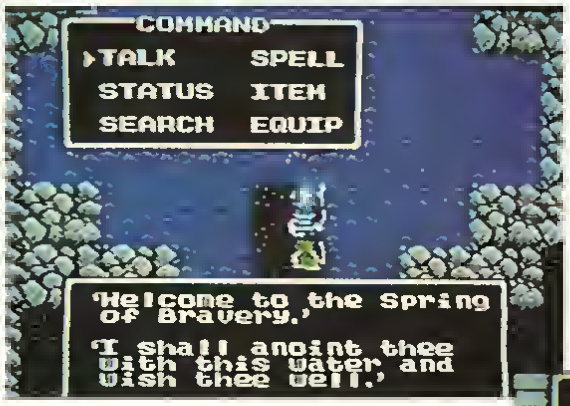
Don't be surprised if it takes days — even weeks — to defeat Hargon. As role-playing games go, only the *Ultima* series comes close to *Dragon Warrior II* in terms of size and complexity. For those who enjoy a challenge, *Dragon Warrior II* shouldn't be missed.



In the castle of Osterfair, you'll see that the king's taste in entertainment is a little bloodthirsty. But if you prove yourself, he rewards you with one of the mystic Crests.

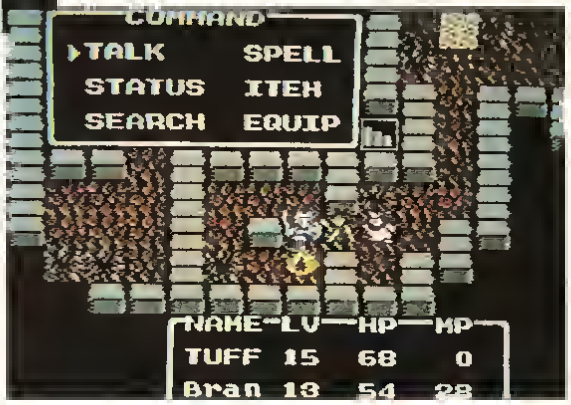


The castle of Tantegel is one of the friendliest places you can visit. The inn is a bargain, and a wizard here regenerates your magic points for free.



The Spring of Bravery lies deep beneath the ground east of Cannock. The keeper of the Spring can also provide you with a vital clue.

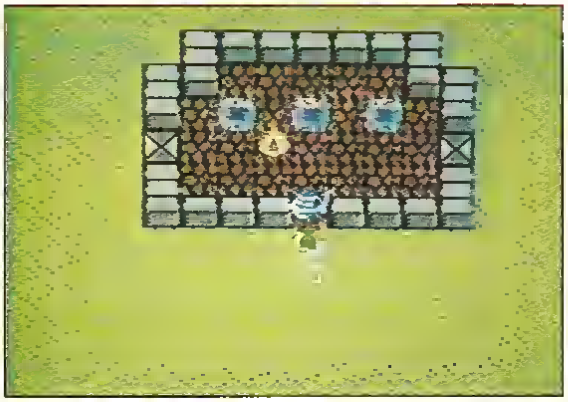
The different keys are among the most valuable items you can find. Without them, it's impossible to get into some important areas.



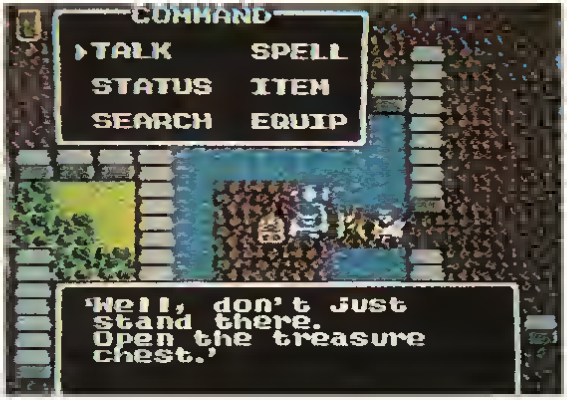
HINT

To find the sunken treasure ship *Relentless*, sail north from Lianport. In the middle of the ocean, there's a shallow area one square wide that you can't sail over. Push your ship close against the square, then use the Search command to dive into the water. You may have to search all four sides before you'll find the treasure.

Enix
4030 148th Avenue, NE; NG-1;
Redmond, WA 98052



Mystic portals can carry you to places you might not be able to reach otherwise. This crossroads lies on an island in the great Southern Ocean.



You really do have to talk to everyone — and everything. Even the still-burning victims of one of Hargon's attacks have important things to say.

FINAL FANTASY

Lisa M. Bauchey

When Evil envelops your land in darkness, your mission is obvious: to return the light of peace to your people.

Many hardships and trials lay before you. You must create a band of four Light Warriors from a force of fighters, thieves, martial artists, and magicians. You need all their skills and experience to restore the powers of Earth, Wind, Fire, and Water to the Four Orbs.

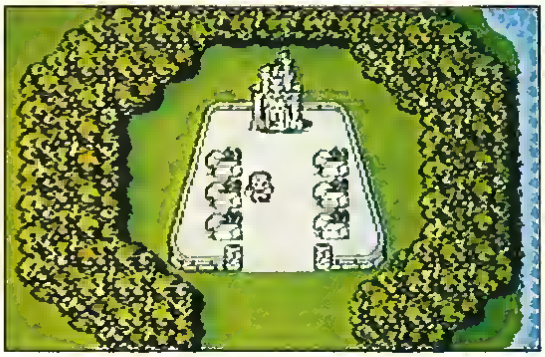
Your adventure takes you to all corners of a strange new world where you'll face deadly perils in dangerous castles, dark caverns, and uncharted lands. Hordes of ferocious monsters may impede your every move, but great riches await the successful explorer.

Your quest in *Final Fantasy* begins in Coneria, the Dream City. It's important to understand the geographic features of the terrain if you hope to guide your adventure party successfully. Although you have to traverse the forest on foot, you can cross the grassy plains by any method you wish, as long as you have the proper equipment. You must have a ship to navigate oceans and seas, but keep in mind that you can only dock or embark on ocean journeys from a port.

HINT

Your first stop after Coneria should be the Temple of Fiends, located northwest of the Dream City. Once you rescue the princess held captive in the Temple, the King rewards you with a bridge north of Coneria that connects the city with faraway lands. Crossing the North Bridge ends the prologue of *Final Fantasy*.

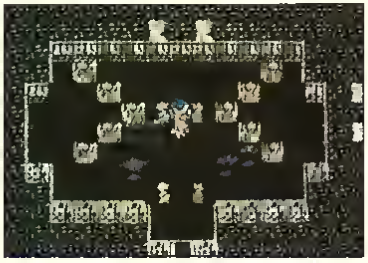
Before you assemble your party of warriors for this role-playing game, learn something about each candidate's experience. The fighters are professionals, trained in the use of all weapons. Even though they wear heavy armor, these warriors are quick



The pleas of the people within the castle of Coneria guide your quest. The townspeople help, too, and the use of their shops, inns, and clinics is vital to your success.



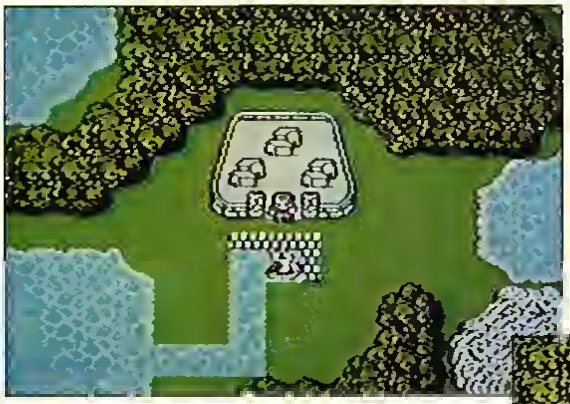
There are different types of stores in each town you visit. Keep an eye out for the weapons and potions you really want — some items are available in only one particular shop.



Garland holds Princess Sara captive at the Temple of Fiends. You must free Sara before you can proceed with your quest. Unfortunately, no one has been seen leaving the temple in 400 years.



The entrance to the Cave of Matoya is north of the North Bridge. Search the cave until you find Matoya, a friendly witch. Talk to her and write down *anything* you think is important.



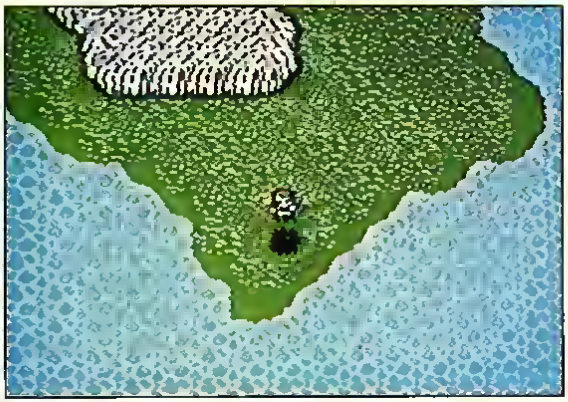
You meet Bikke the Pirate in the town of Pravoka when his crew challenges you to a fight. Defeat them and Bikke will give you his ship, which allows you to do some serious exploring on the bounding main.

In Elfland, shop for anything you can afford — you must invest a lot of gold to complete your mission. Don't forget that there are two levels of each type of magic shop in this town.



on their feet. Agility and dexterity are the strong points of the thieves — good traits to have when you need to flee from enemy attacks.

The martial arts masters are mentally and physically tough. They can fight with bare hands, so if you're short on riches or weapons, you'll want these warriors on your team. There are three magicians to choose from — red, white, and black. Red magicians can learn both black and white magic spells and are fairly good fighters. White magicians, though not good fighters, can heal wounds, cast de-



You find legions of enemies waiting in the Marsh Cave. Be sure you have a large supply of healing potions to restore your hit points and revive poisoned warriors.

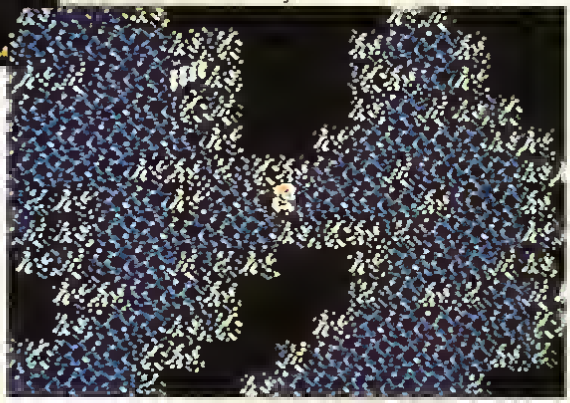


The first floor of the Earth Cave is full of Giants that attack your warriors. It's a good place to gain experience points and win gold, but it's also very dangerous.



There's a vampire on the third floor of the Earth Cave. If you defeat this bloodsucker, you're rewarded with a ruby.

Take your ruby to Titan's Tunnel and give the gem to the Titan in exchange for entrance to the tunnel. Be sure to investigate all the treasure chests in the cavern—their contents may come in handy.

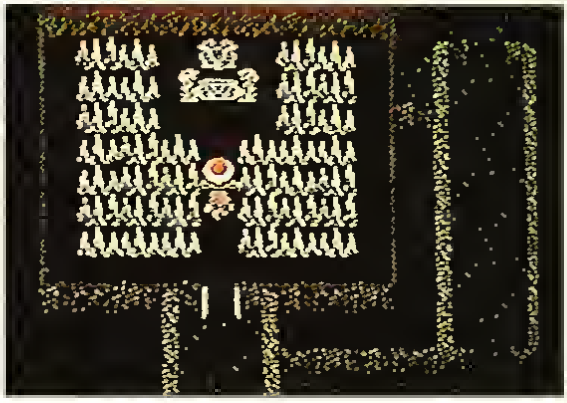


fensive spells, and learn powerful magic. The black magic warriors depend on powerful spells to attack the enemy.

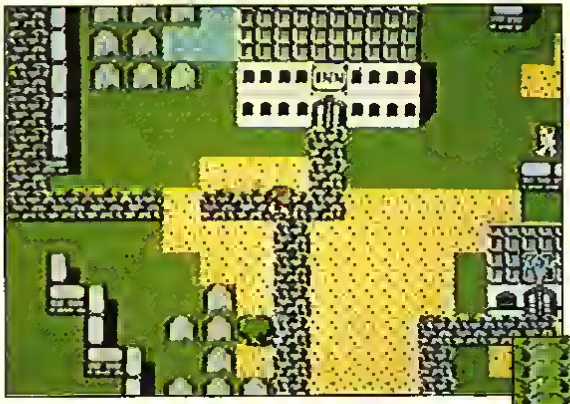
When you encounter an enemy while traveling, the landscape screen flashes and a battle screen appears. The first thing you need to do is decide what your chances are in combat. If you think you don't stand a chance against the enemies, give serious thought to choosing the run command. If you elect to stay and fight, it will be a fight to the death — either the enemies or one or more of your



Back in the Earth Cave, make your way to the Earth Altar on the fifth floor. The cave, which is the source of Earth's rotting, is where you face Lich, the Earth Fiend.

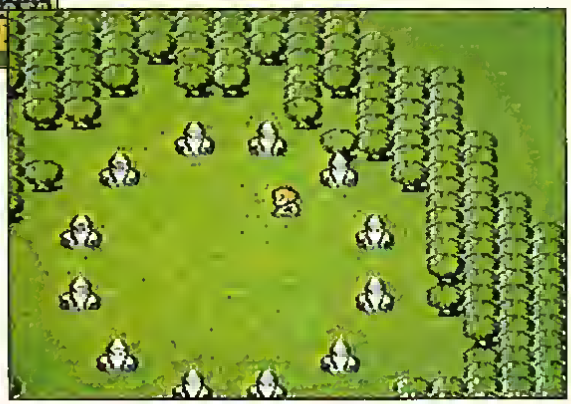


If you defeat Lich, step up to the altar and restore the power of Earth to the first orb.



Most towns have an inn. If you stay the night, your game is automatically saved and your hit points and magic points are restored to maximum levels.

Lukahn the Prophet is in consultation with his colleagues in the town of Crescent Lake. If you talk with each member of the Circle of Sages, you're rewarded with a canoe.

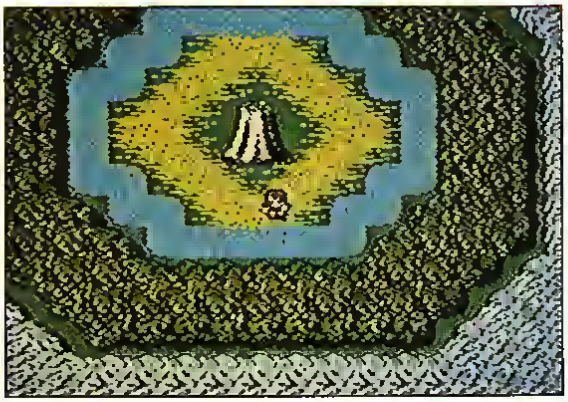


warriors won't survive. If you lose an ally in battle, don't panic. Most towns have clinics where you can find a magician to revive your warrior ... for a price.

As role-playing games go, *Final Fantasy* is a good one, but expect to spend much more time building experience points for your party than enjoying the adventures at hand.



Use the canoe to take shortcuts across the lakes and rivers you previously had to walk around. You're now able to travel to Gurgu Volcano as well.



By following the river that leads from Crescent Lake, you can find the Gurgu Volcano. Kary, the Fiend of Fire, is hiding deep within the volcano.



Weapons and magic spells made from ice are most effective against fire enemies. If you defeat Kary, the power of fire is restored to the orb.

If you doubt your chances in combat, you can try to run. There isn't any guarantee your escape will be successful — it depends on the agility level of your warriors.



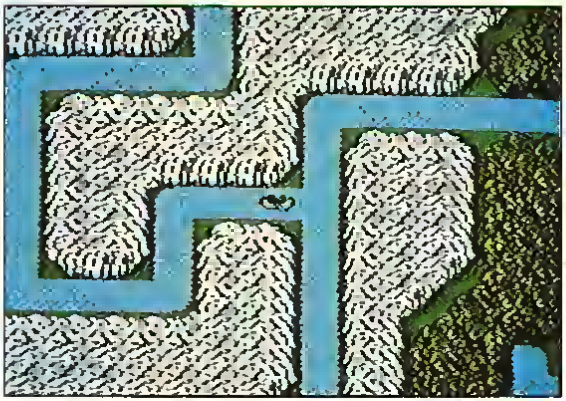
HINT

If you defeat the band of pirates terrorizing the people of Pravoka, your band of warriors can claim the pirate's ship. You have free run of the high seas with this fine vessel. Just remember where you dock your ship — it's easy to lose track of where you disembarked.

Nintendo of America
4820 150th Avenue, NE, P O Box 957; Redmond, WA 98052



Open every treasure chest you encounter — it's going to take every penny of your hard-earned riches to stay one step ahead of the enemy.



The canoe — as well as the airship you find buried in the Ryukahn Desert — expand your world to its full limit. Search carefully to restore the two remaining orbs.

FRANKENSTEIN

Lisa M. Bouchey

For generations, people have reveled in horrifying tales of Frankenstein's monster. From Mary Shelley's original yellow-eyed, tortured soul to Boris Karloff's classic film portrayal (and countless movie sequels), the tale of this misunderstood monster is a perennial horror-story favorite. And now, the beast is back in *Frankenstein*.

As this latest tale unfolds, all is peaceful in the country hamlet as villagers struggle to forget the days of carnage when HE roamed the land. Then one day, a flash from the heavens strikes the monster's tomb — and just as lightning once gave life to the dead, it is given again. Frankenstein has risen from the grave, and a new horror is about to begin.

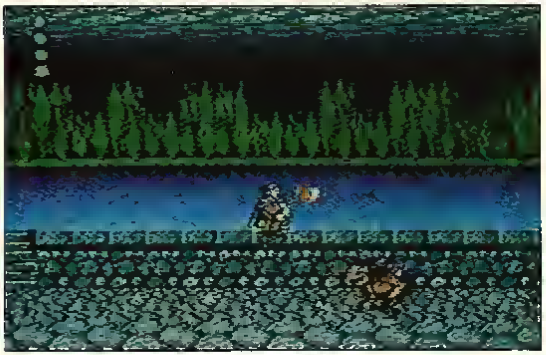
The action begins when the fiend ransacks the village and kidnaps Emily, the beautiful daughter of a village elder. Using his evil magic, Frankenstein's monster gathers a band of other-worldly bodyguards to protect him from foolhardy rescue parties. But the only fool in this game is you. With the fates of Emily and the villagers in your hands, you set out to rescue the damsel in distress and send the monster back to the grave — forever.

HINT

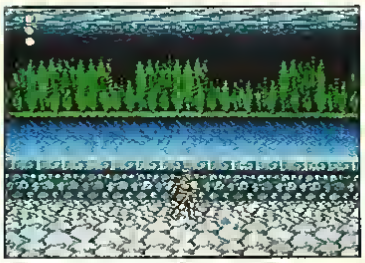
If you destroy a monster and a blue vial appears on the screen, take the life potion and move away. The creature you destroyed will appear again, and you can keep killing the monster and collecting life potions until your energy is up to the maximum level.

You have to fight your way through four stages to make it to the ultimate encounter with Frankenstein's monster. In each phase of the game, you meet an increasing onslaught of vicious bodyguards. Destroy the monsters with brute force (kicks or punches), or by using weapons you find on your journey.

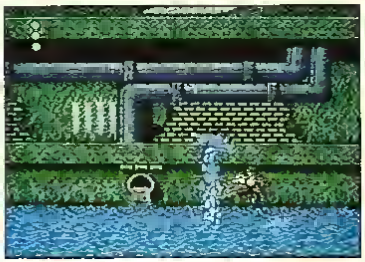
Some of the more useful weapons you can pick up are bombs and a three-way fire option. These are found, along with extra lives and energy po-



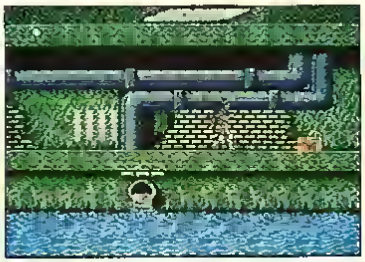
Floating hearts increase your energy to the maximum level, so grab as many as you come across.



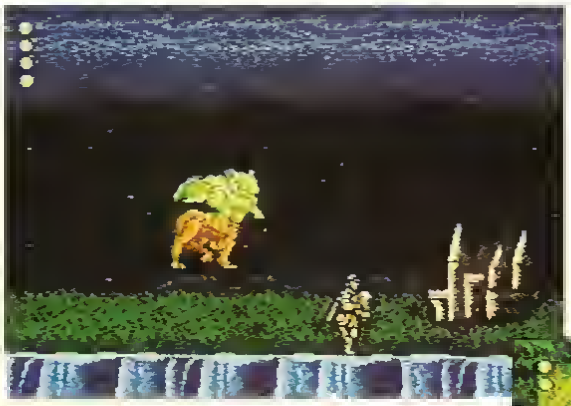
Vials of blue potion are lifesavers, too. Each blue vial you grab boosts your energy to the top of the scale.



Defeat this water dragon to get a treasure chest with an extra life hidden inside



Hidden treasure chests are only one way to acquire items in this game. You can win items by defeating monsters and befriending villagers, too.



The demon horse boss has been waiting for a worthy opponent. He's pretty upset you're only a wimpy human, but you can show him who's really boss.

A variety of weapons are available as you progress through the game. Red balls add a projectile launcher to the weapons you're carrying when you pick up this ball.



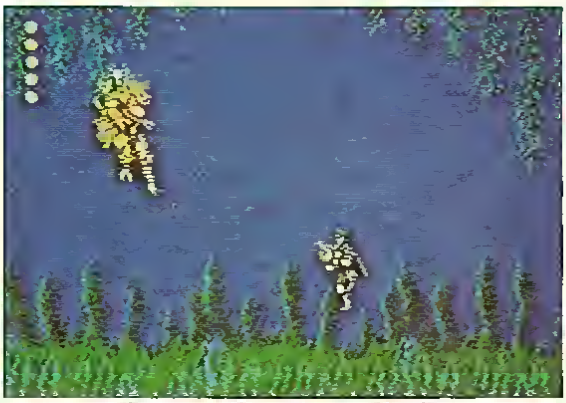
tions, hidden inside treasure chests. All the weapons, except the bombs, maintain their strength until you're hit. There's a limit to the blasts from each bomb, so use them wisely.

The round balls in the top left corner of the screen indicate your energy level. If you get hit by a monster, the balls begin to disappear — when they're gone, your character collapses. If you die, you have two chances to continue.

You also meet a boss in each stage. Before battle, the game switches to a dialogue screen and



The best way to fight the tree monsters is to position yourself on their level. Defeat the "she" monster and the "he" tree monster will thank you



Clubs and spiked maces increase your fighting power, but if you watch your step in the forest, you won't find yourself fighting the frog man.



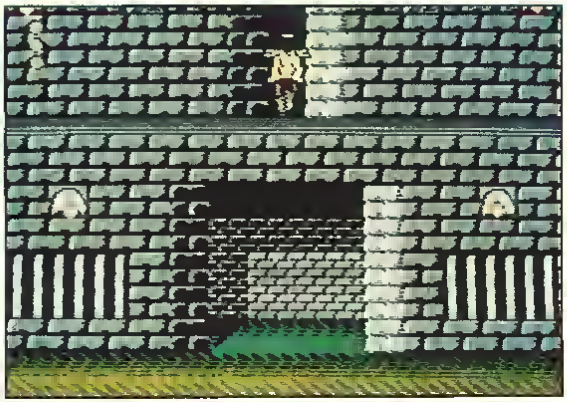
Self-proclaimed master of the forest and the boss of the second level, Medusa is as mortal as her enemies. Swing your weapon smartly, and you're off to stage three.

This winged foe isn't the only enemy in the graveyard — watch out for flying tombstones, or you might find yourself buried alive.

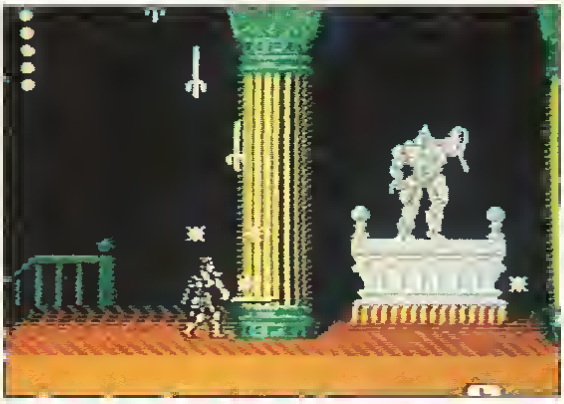


the monster calls you mean names to goad you into a fight. But since sticks and stones can break your bones but words will never hurt you, you can skip the dialogue screen.

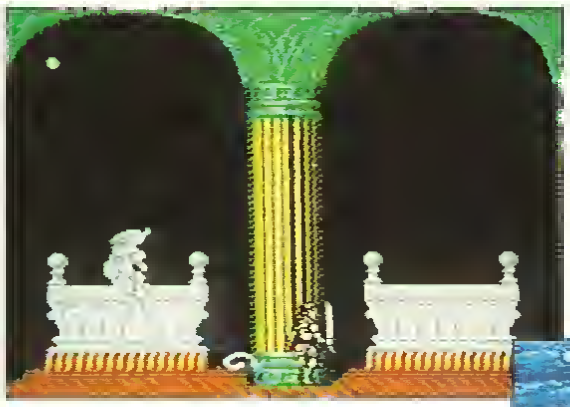
When the battles with the bosses begin, stay on your toes. These monsters are far more powerful than the ordinary fiends you encounter, and you must strike many blows to defeat them. If you survive your encounters with all four bosses and cross the Evil Dimension intact, you'll find yourself face-to-face with a fiendish, oversized Frankenstein's monster.



The key you find in a treasure chest hidden in the stone castle opens secret doors "between the two keys" on the castle wall.

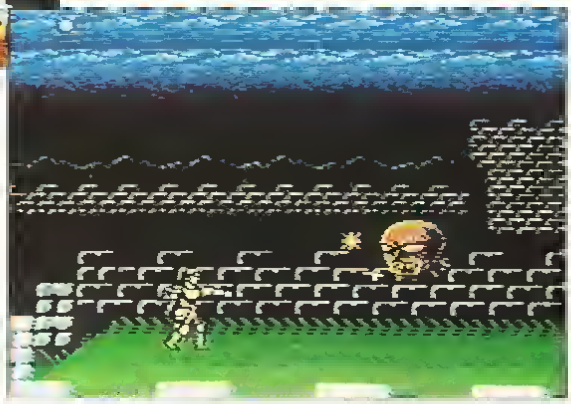


Three-way fire is one of the best ways to fight these very lifelike statues. This weapon shoots flaming balls in three directions at the same time.



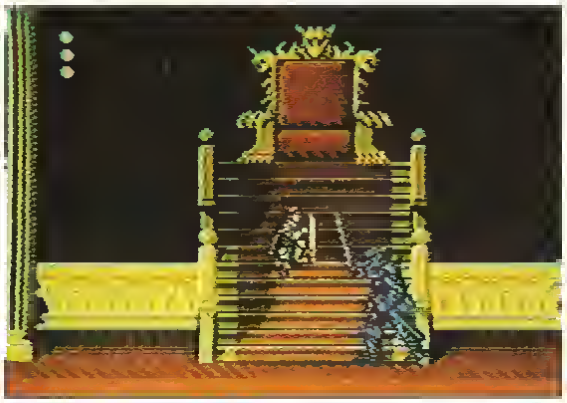
If you can defeat the statue come-to-life, you'll acquire a sling — a very useful weapon that throws a projectile which returns to you after it does its damage.

Defeating the gatekeeper is the only way to make it to a confrontation with the boss of stage three. The fire weapon is your best bet against this nemesis — it shoots flaming balls ahead of you.



Destroy the ghoul for good and Emily will be yours.

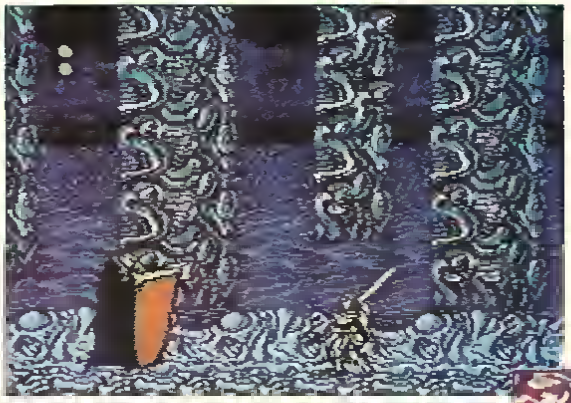
You only fight each monster once, so getting bored with your enemies isn't a problem. And there is a wide variety of graphics in this scrolling arcade shoot-em-up — but at times, the screens get a bit too cluttered to keep a sharp eye on the enemy.



You have to defeat four henchmen of the dark warrior before you enter battle with this armor-clad boss.

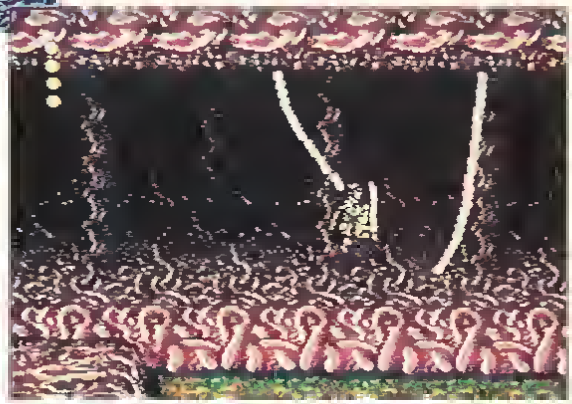


Watch out for vials of red potion — they deplete your energy level if you pick them up.



The vampire is one of the toughest monsters you face in the final stage. He can fight in the form of either a human or a bat, so use your sword to defend yourself.

Swinging from vine to vine is trickier than it looks. If you don't time your jumps just right, you'll die in the dirty goo.

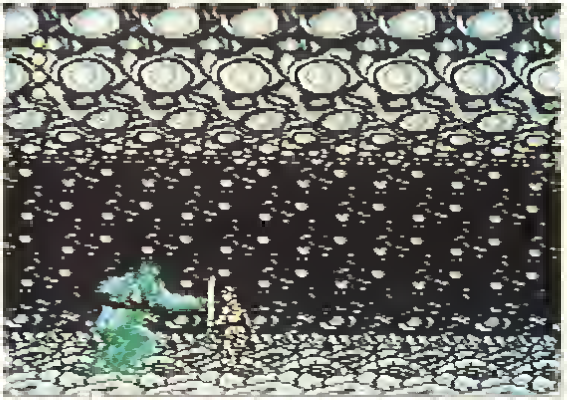


HINT

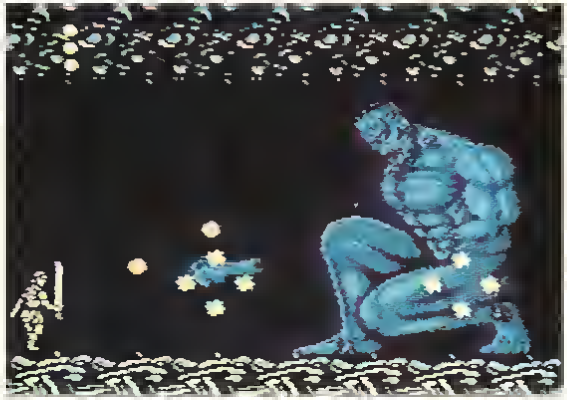
When you encounter the werewolf, he leaps toward you. Hold your position and wield your sword to hit the creature in mid-air. The wolf will back up and leap toward you again. Hit him in mid-air, jump over him, and set up on the other side of the screen to repeat your attack. If you're quick enough, he won't lay a claw on you.

Bandai

12951 East 166th Street; Cerritos, CA 90701



This Frankenstein's monster is pretty tough, but he's nothing compared to the fiend you face in the ultimate confrontation.



You'll need all your skill and strength to defeat this hideous creature — but if you can get the best of him, Emily's yours and the village is saved.

GILLIGAN'S ISLAND

Gary Meredith

In the realm of reruns, things never change. Lucy still drives Ricky up the wall, Mary Richards is still a perky news producer, and the crew of the Enterprise still dares to go where no man has gone before. And after all these years, the hapless passengers of the *Minnow* are still stuck on that uncharted desert isle.

Gilligan's Island brings back the flavor of the mid-sixties series with four episodes of patented Gilligan silliness. The old gang's all here except for the glamorous Ginger, who evidently exuded too much sex appeal for a Nintendo game. In each episode, you, as the Skipper, must perform seemingly unrelated tasks with your little buddy Gilligan.

You must track down the other castaways to complete the tasks. They provide you with information on how to proceed. For example, in one episode, Mary Ann has been kidnapped by headhunters. Before they can find her, the Skipper and Gilligan must find a stone tablet which can be translated by the Professor.

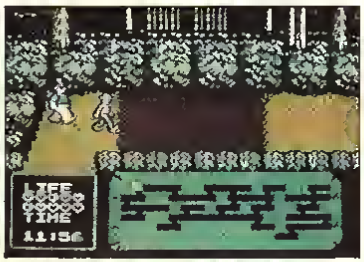
HINT Fighting the gorilla with your bare hands is a losing proposition. You really need to find the Professor, who provides you with a club. Then stand to one side and let the gorilla come to you as you quickly press the fire button on your controller, or better yet, use rapid-fire.

But the Professor can't start his translation until you get a textbook back from Mr. Howell. The billionaire won't give you the book until you find his missing golf ball. And so it goes. Even after you find Mary Ann, you can only free her from her cage by defeating the headhunters' chief, who has the key to the cage.

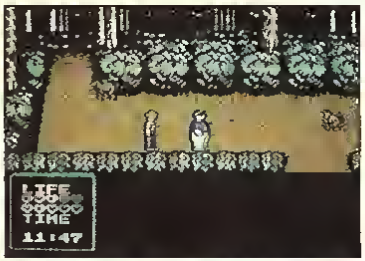
The episodes all follow this same pattern, with your tasks having very little to do with the primary goal of each episode. Of course, no one has



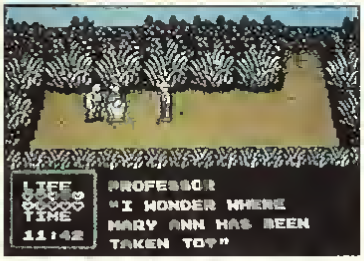
The castaways' days on their peaceful island paradise are, of course, anything but peaceful. Today is no exception.



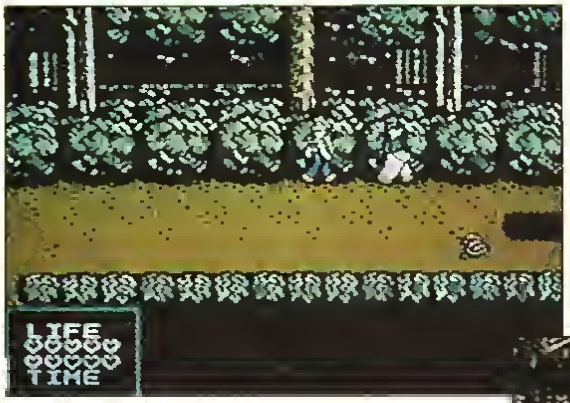
When you begin a mission, it's a good idea to consult the map right away. A mental picture of the island helps you avoid going around in circles.



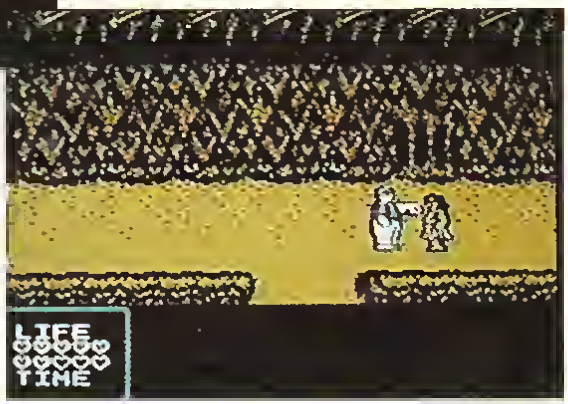
The island chimps like to play rough, so it's best if you can avoid them. Try sticking close to the edge of the jungle at the top of the screen.



The Professor isn't much help now, but you can come back to him once you've found the stone tablet and his translation book.



Since Gilligan has a bad habit of wandering off at the most inopportune times, grab all the rope you can find.



Here's one of those inconvenient moments. Gilligan has disappeared, leaving the Skipper to deal with this belligerent headhunter

ever accused the original show of being logical, so these rather unstructured episodes are representative of the true Gilligan experience.

The Skipper and Gilligan have only a limited amount of time and energy to complete each episode. There are, however, ways to augment your searches. Finding bananas provides an extra food unit, while each hourglass you find adds another minute to your time limit. But if you should lose Gilligan along the jungle paths, you have two minutes to find him on foot or haul him back using



The hourglass gives you an extra minute of time — and you need every second if you're to find your little buddy.



Most rivers — even underground streams such as this — can usually be crossed safely, although Gilligan occasionally manages to get himself swept downstream.



It appears that even the mention of food isn't enough to lure Gilligan back. But then, it's obvious that eating is a bit more important to the Skipper.

Thurston Howell doesn't mince words — especially when it comes to his assessment of Gilligan. If you've got a rope, now would be a good time to use it.



one of the ropes you find on the path.

A map is provided to help you find and keep track of the other castaways. At the beginning of each episode, the map gives the location of the Skipper, Gilligan, and one other character. As you find a castaway, he or she appears on the map. Unfortunately, the map doesn't show any of the underground caves on the island, so you must look for these on your own. It also doesn't point out any of the wild animals that have a bad habit of showing up at exactly the wrong



Once Gilligan is back with the Skipper, the Howells can reveal the whereabouts of a certain native artifact.



Now that you've found the tablet, you have to figure out just what it says. Since neither Gilligan nor the Skipper is a linguist, you'd better get back to the Professor.



Without his translation book, the Professor isn't of much help. To find the book, you first must find Mr. Howell's missing golf ball.

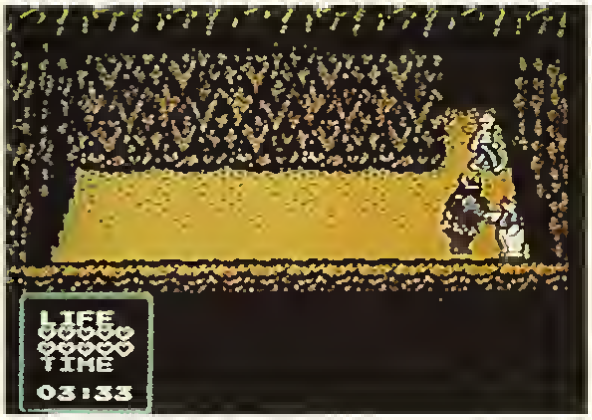
The stone tablet tells that the headhunter chief holds the key that can free Mary Ann. However, you still have to fight your way through the chief's warriors.



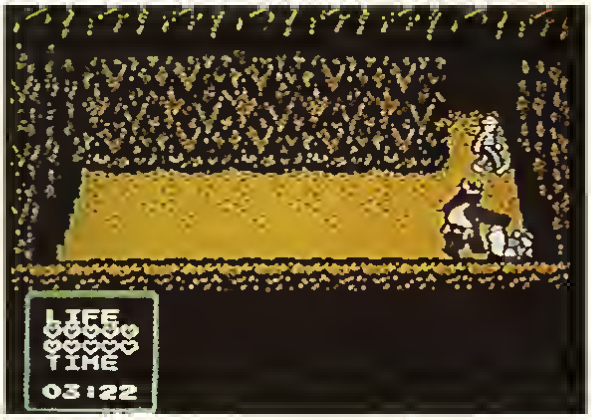
time. Be prepared to be suprised by a wild boar or an irate gorilla.

Gilligan's Island takes you back to a nera in television when relevance was unimportant, and all we asked of our sitcoms was a good laugh track. While this is not a game for those who crave nonstop action, it does have charms for young players and families.

GP



Now here's a chief that really looks the part. As usual, Gilligan has decided to let the Skipper soften up the chief first.



Trying to take on the headhunter chief barehanded is obviously a hopeless mission. The Skipper is going to need some weaponry to get past this guy.



Once the Professor has provided this club, taking on the headhunter chief is a piece of cake. You can free Mary Ann with the key that he dropped.

After some bumbling with the lock, our heroes manage to free fresh-faced Mary Ann. Too bad she only has eyes for the Professor.

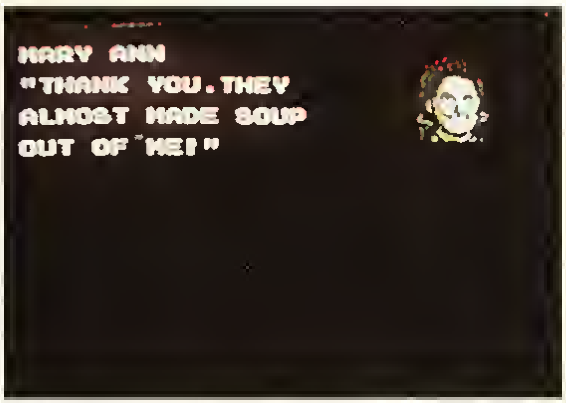


HINT

The island's underground caves don't appear on your map. Many have dangerous creatures lurking in their depths, but they also may contain some of the items you must find, so search them all completely. You should probably make a map of your own just for the caves.

Bandai

12851 East 166th Street, Cerritos, CA 90701



Having narrowly missed being the natives' soup du jour, perhaps a grateful Mary Ann will cook a wonderful meal for Gilligan and the Skipper.



It appears that Gilligan must eat and run. The princess of a neighboring island has her heart set on our little buddy.

GREMLINS 2: THE NEW BATCH

Brian Carroll

Creating a Nintendo game from a blockbuster movie has proven to be a hit-or-miss proposition. *Friday the 13th*, *Ghostbusters* (parts 1 and 2), and *A Nightmare on Elm Street* have been less-than-satisfying videogames. In many cases, the movies don't lend themselves to a game format, but game companies naturally — and often hurriedly — try to duplicate box-office success with game titles.

But not all games linked to Hollywood have fallen flat. A few manage to capture at least some measure of the excitement generated in the movie theatre. Games such as *Back to the Future. Part II & III*, *Total Recall*, and *Who Framed Roger Rabbit* come to mind. Now you can add *Gremlins 2: The New Batch* to the this list.

As an action-adventure game, *Gremlins 2* delivers much of the charm and fast action that made the movie such a hot hit last summer. The videogame largely follows the plot of the movie, interspersing the action with plot storyboards. In the game, however, it's up to Gizmo, not Billy, to save New York.

Gizmo, if you remember, is a *Mogwai*, a curious Chinese animal with remarkable intelligence. When he was originally given to Billy as a pet, the teenager disobeyed the three rules of upkeep: don't get him wet, don't expose him to bright sunlight, and don't feed him after midnight. Poor Gizmo ended up spawning a horde of fierce and malicious Gremlins. When the Gremlins were finally destroyed, Gizmo returned to his previous owner, Mr. Wing.

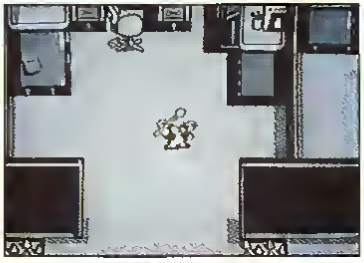
In his second adventure, Gizmo returns to Billy, who now works for Daniel Clamp — a cross between Mr. Wing is always willing to sell you items. He's open 24 hours a day so you can purchase additional lives, extra energy, and weapon boosters.

HINT

Your first encounter with Mohawk takes place at the end of stage two. To defeat the Gremlin, keep on the move. You should stay still only long enough to fire a few rounds of tomatoes.



The pogo-sticks that are scattered throughout the game render Gizmo invincible for a limited time.

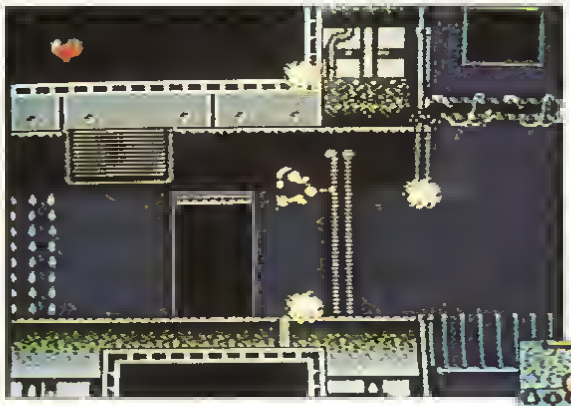


You can trade in your tomatoes for matches once you reach Billy's office at the end of stage one.



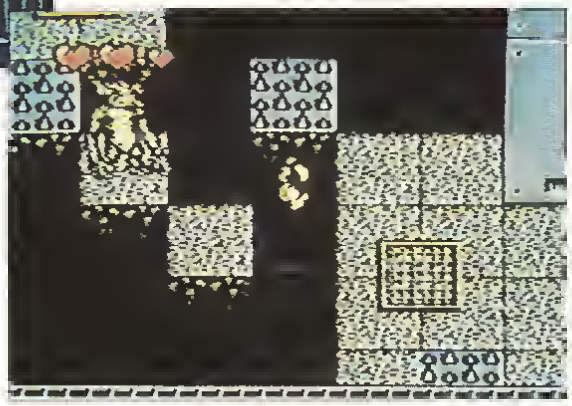
The storyboards follow the plot of the movie version of *Gremlins 2*. Between stages one and two, Gizmo is captured by the Gremlins and is thrown into the building's ventilation system.





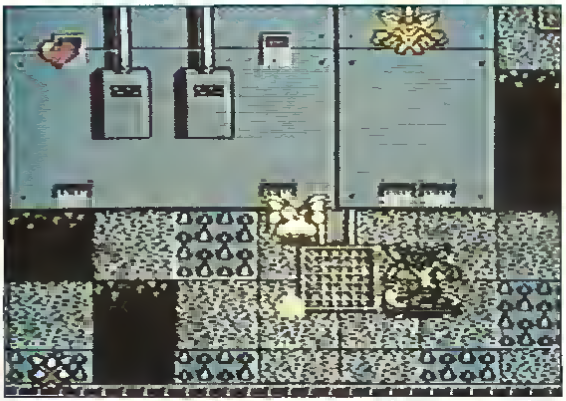
Pick up a weapon booster in Mr. Wing's shop to convert your matchsticks into triple threats.

When attacking this green Gremlin, you must fire diagonally while staying on the move — but make sure you don't fall off the moving tile.

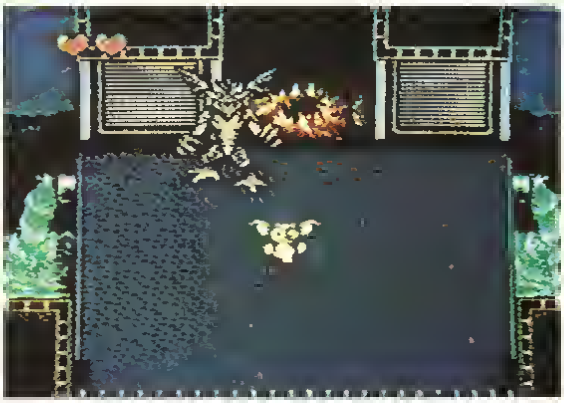


Donald Trump and Ted Turner — in the millionaire's state-of-the-art office complex. When Gizmo gets trapped inside the building, he creates a new batch of the devious Gremlins when he's squirted by a leaky water fountain. That's where the game — and the fun — begins.

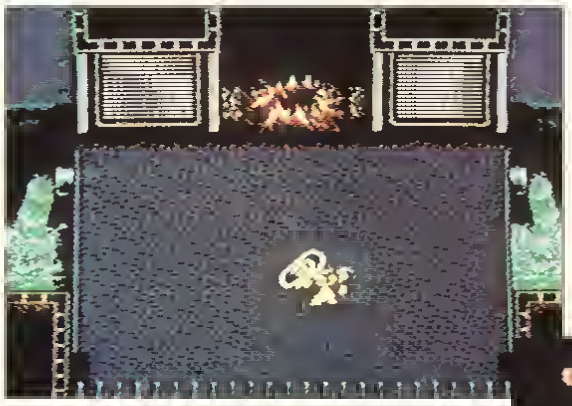
You must guide Gizmo through Clamp Centre, sacking as many of those horrible hobgoblins as you can along the way. Periodically, you run up against mutated forms of Mohawk, the leader of the Gremlins. He waits for you at the end of



To knock off this radical Gremlin, position yourself high and fire down at him.

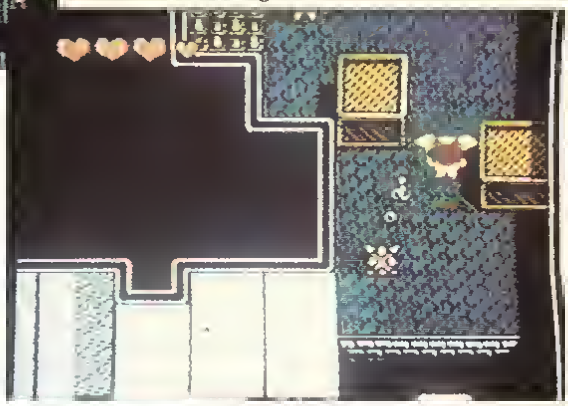


Mohawk is your adversary at the end of stage two. A winning strategy includes firing on the move. His pattern shouldn't be too difficult to figure out.



A victory earns you an endless supply of paper clips. The weapons may be crude, but hey, they get you to the next level.

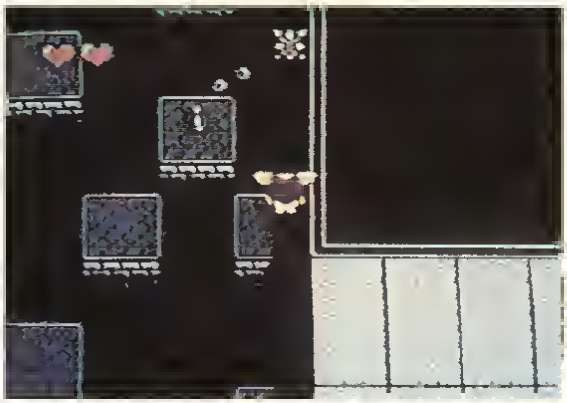
One of your greatest challenges is avoiding (and eliminating) swinging maces like this one.



each stage in such forms as the Electric Mohawk and Mohawk with a Machine Gun. Surprisingly, the boss for the fifth and final stage, Spider Mohawk, is the easiest to conquer.

Just as the movie did, the game's designers chose to sugarcoat the violent skirmishes between Gizmo and his adversaries. For instance, Gizmo begins his quest throwing tomatoes, graduating later to matchsticks, and finally hits the jackpot with a crossbow just in time for his clash with Spider Mohawk.

As you navigate through Clamp



Your jumping ability must improve as you progress through the game. The number of safe spots on which to land decreases as the dangers multiply.

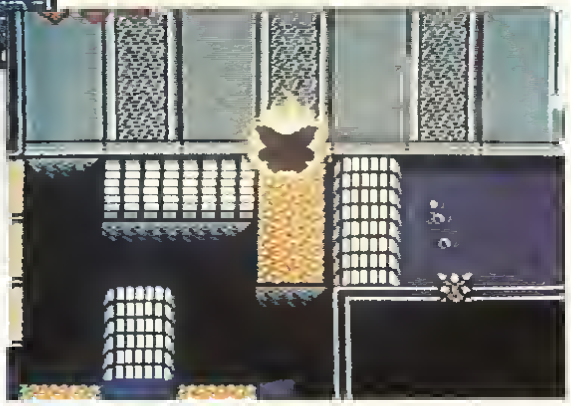


Be especially alert when walking through the kitchen, which is actually the set for a cooking show. Gremlins pop up out of the floor with Gizmo in their sights.



These oversized bat-Gremlins are your only challenge in the graveyard. Dispense with them quickly, or they become extremely dangerous.

Moving platforms and lava lakes add even more risk to your treacherous journey. Don't stop hopping.

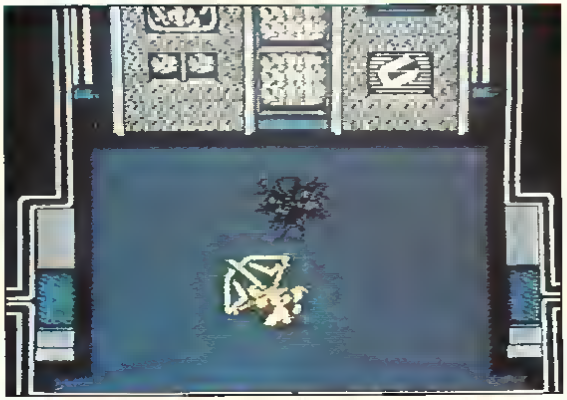


Centre, remember to enter each and every doorway. Behind most of those doors is the guy who got this whole Gremlin ball rolling — Mr. Wing. The Confucian shopkeeper will exchange extra lives, weapon boosters, and other items for the crystals that Gizmo is collecting.

The storyboards add a nice touch to *Gremlins* 2. Not only do they bring some continuity to the frenetic (and sometimes repetitious) gameplay, but they'll also spark a little enthusiasm in your presumably finger-weary pursuit. Fortunately, solving the game doesn't depend on having seen the movie.



Tangling with this Gremlin is akin to sticking your finger in an electrical socket. Try to position yourself as far from him as you can, and launch a steady stream of paper clips.

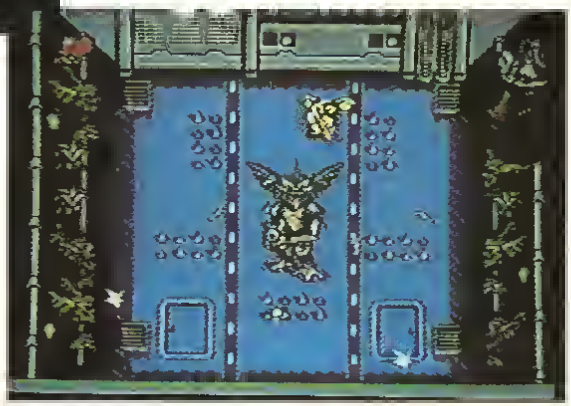


After the conquest of the Electric Mohawk, you finally earn a *real* weapon — a crossbow.



Watch out for this whirling Gremlin in the fourth stage. He spins like a tornado while tossing top hats at you.

Make sure you pay one last visit to the omnipresent Mr. Wing so you can boost the power on your crossbow.



HINT

Visit Mr Wing whenever you can. The weapon boosters he offers are especially valuable to you. You must boost the power on your weapons as often as possible if you're to have a reasonable chance of deposing the four stage bosses.

Sunsoft

11165 Knott Avenue; Cypress, CA 90630



The middle section of Mohawk, the final boss, is vulnerable, so concentrate your fire in that area.



When you've defeated Mohawk, Billy will vanquish the rest of the Gremlins in Clamp's lobby. Gotham City is safe again!

HEAVY BARREL

William R. Trotter

In *Heavy Barrel*, the worst has happened — a band of fanatical terrorists has seized control of the underground complex of one of our nuclear missile bases. If we don't give in to their demands, the skies will soon rain radioactive death. The only way to stop their scheme is to recapture the heavily defended underground fortress.

Only one weapon may give you an edge: a powerful supergun known as Heavy Barrel. The bad news is that Heavy Barrel is *inside* the captured nuclear complex. The good news is that the terrorists don't know that — just before the installation was captured, an alert technician disassembled the weapon and hid each of its six major parts in different storage lockers. Before you stand a chance against the terrorists, you have to locate the keys to those lockers, retrieve the pieces, and assemble the weapon. Then you can start to clean house.

When you land outside Perimeter One, you have only your trusty machine gun and 50 grenades. The machine gun with its unlimited ammo supply is your basic weapon; whenever you run out of ammo for any other weapon you're carrying, you automatically revert to using the machine gun. But try to grab a pellet gun, laser gun, or flamethrower from the enemy soldiers you destroy at the start — any of those weapons is more powerful than the machine gun.

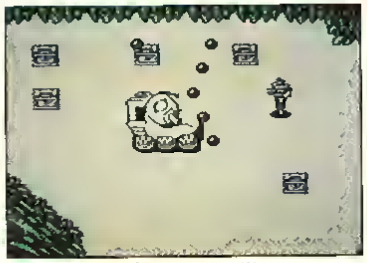
The first thing you need to do is locate the six hidden parts of Heavy Barrel. You have to kill lots of terrorists to get the keys, since only a few soldiers are carrying them. If an enemy is carrying a key, it falls to the ground when he does.

HINT

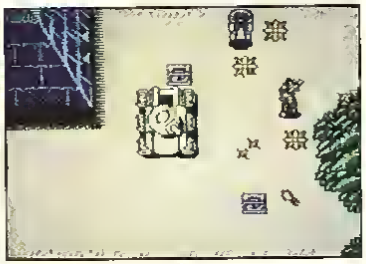
In the final defensive perimeter you're on an elevator and enemies attack by coming down the stairs. It's easy to let them get onto the elevator, but if you do, you're certain to be overwhelmed. Blast them just as they start coming down and pace your movements to match theirs.



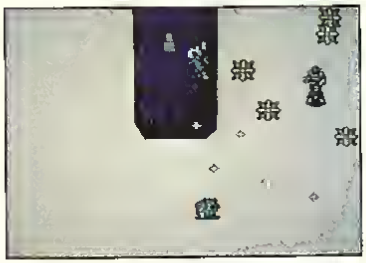
Start by shooting the *red* enemy soldiers — they're the ones with the keys. Eliminate them, then worry about shooting the others.



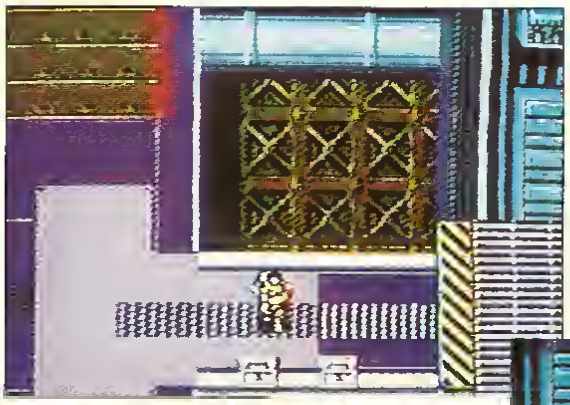
Quickly move in front of this tank before its gun turret turns. The first Heavy Barrel component is in the chest above and to the right of the tank.



The whirling mace is a valuable weapon — especially when you're being crowded by lots of enemies.

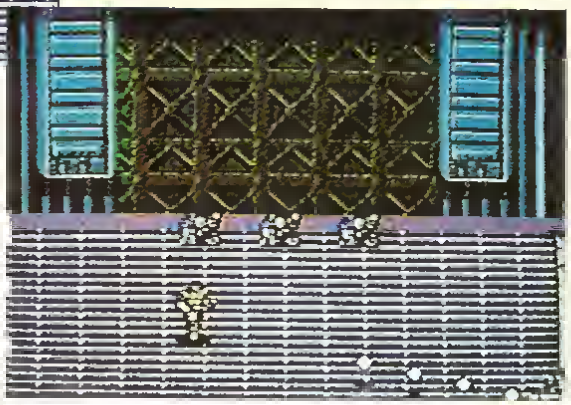


Use the mace and the pellet gun against the boss of Perimeter One.



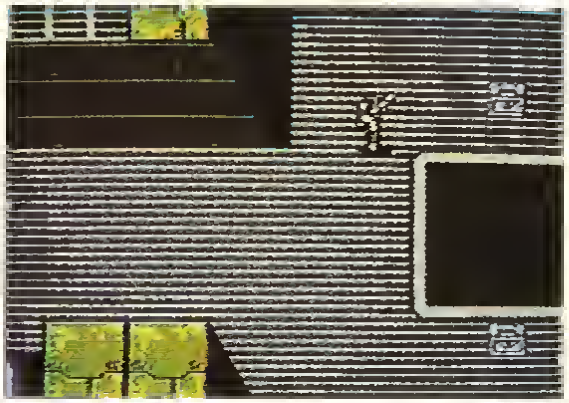
Each time you're about to get on an elevator, you find a pair of lockers containing a flamethrower and a pellet gun. Choose whichever you like, but you'll need one of them on the elevator.

When enemies appear above you on the elevator in Perimeter 2, take them out first if you can — they're armed with grenades.

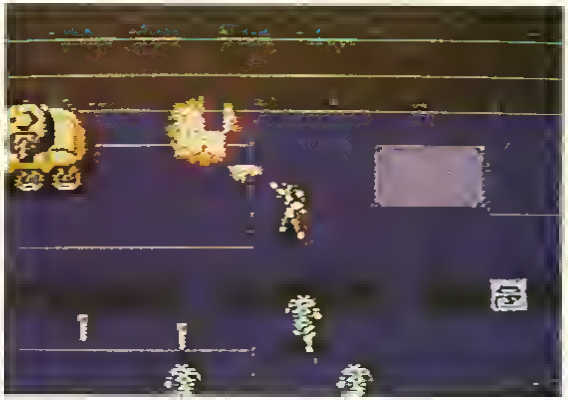


Remember that you can carry only four keys at one time, and when you find yourself in a spot where you have a choice between opening a locker and picking up a key, open the locker first — you can always go back for the key. Any locker can be opened by any key, but there are more lockers than there are keys, and not all of the lockers contain parts for Heavy Barrel (although if they don't, they contain weapons or ammunition).

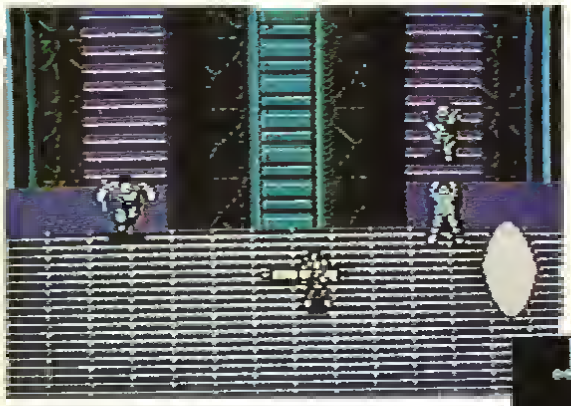
Put Heavy Barrel together as rapidly as you can. Because of its power, Heavy Barrel burns out after 99 seconds, so wreak as much havoc as you can during that period of time. Fortunately, you can start to assemble



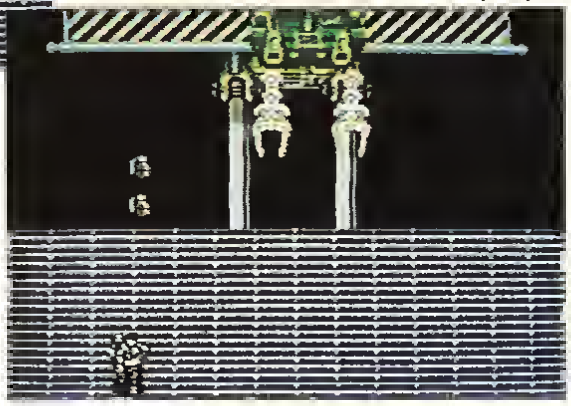
There's a flamethrower in the chest above and an extra life in the one below. Which one do you need the most?



Soldiers below and a tank above — knock out the tank first.



When the enemy comes down these escalators, stay in the middle and alternate fire between each side. Heavy Barrel's firepower is tremendous.



Use your super grenades against the manipulator arms at the end of Perimeter Two. Two hits result in a victory for you.

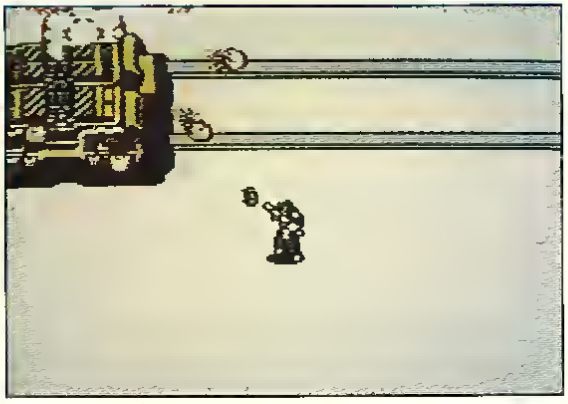
a new Heavy Barrel as soon as the old one gives out.

In the second perimeter, the most dangerous areas are the two elevators you'll have to ride in order to get to the other end of the perimeter. You're a sitting duck on the elevators because there's no place to hide and you can only move as fast as the elevator itself. To make matters worse, at the end of the second elevator ride you encounter a set of nasty mechanical arms operated by the terrorists. Better save some grenades for that — it takes at least two good hits to destroy that hazard.

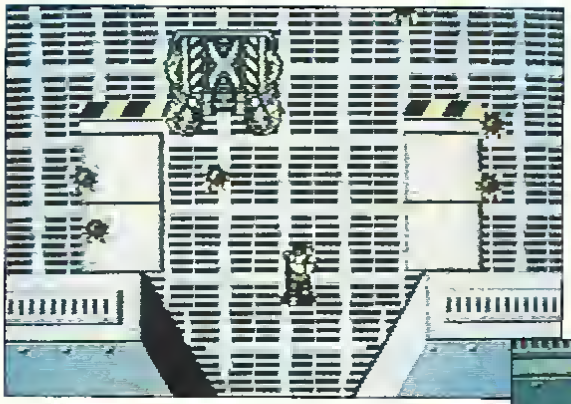
In Perimeter Three, you have to negotiate a maze of railroad tracks



Be sure to have at least one key when you start Perimeter Three — there's an extra life in the locker to the left.

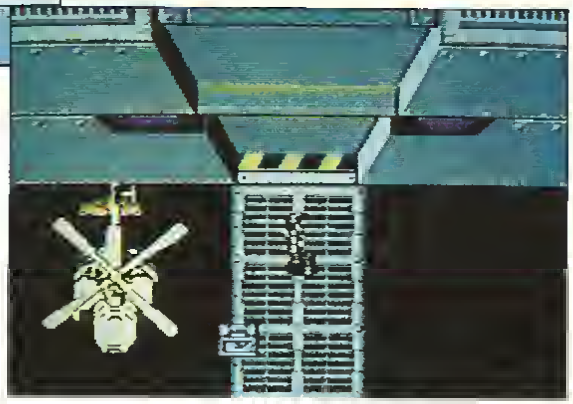


The boss of Perimeter Three comes on-screen from the left. Start throwing grenades the instant you see him.



In Perimeter Four, use your flamethrower to knock out the Grinder before it releases its full cargo of deadly vermin.

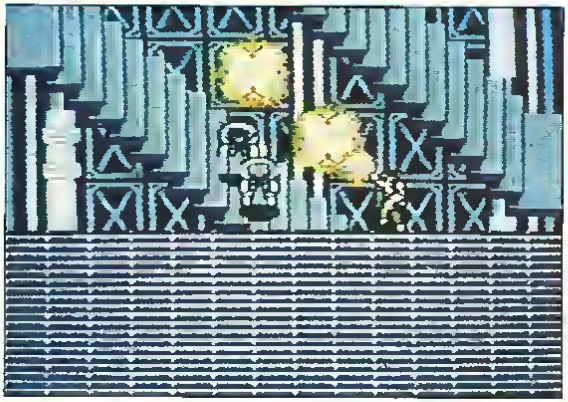
At the end of the maze, three boss choppers attack. Concentrate on dodging the choppers' bullets and missiles while you look for the flamethrower in the chest on the right.



patrolled by machine gunners in coal cars. You must dodge not only the bullets, but also the hurtling cars themselves.

In addition to the terrorists and their weapons, you should also be wary of the poisonous vermin that like to swarm around the Grinder vehicles — their touch means instant death.

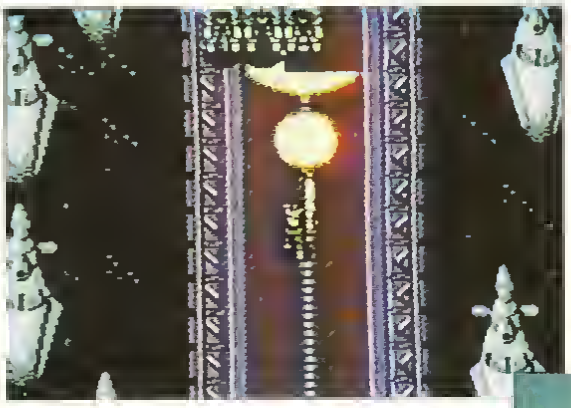
And there's one other thing: If you suddenly find yourself in a quiet spot with *no* terrorists anywhere on the screen, don't let down your guard. It could be that you're close to one of the unmanned Doomsday Grenade traps planted throughout the complex.



When you're on an elevator and the enemy comes downstairs, don't let any terrorists reach your level, or they'll multiply faster than you can kill them.

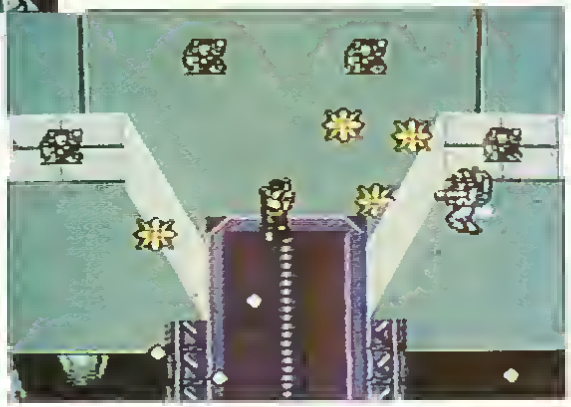


When these four guys attack you in the Reactor, take out the man on the far right first — he's armed with a supergrenade, while the others just have regular bombs.



In this Reactor passageway, you really need Heavy Barrel to stop the tanks bearing down on you.

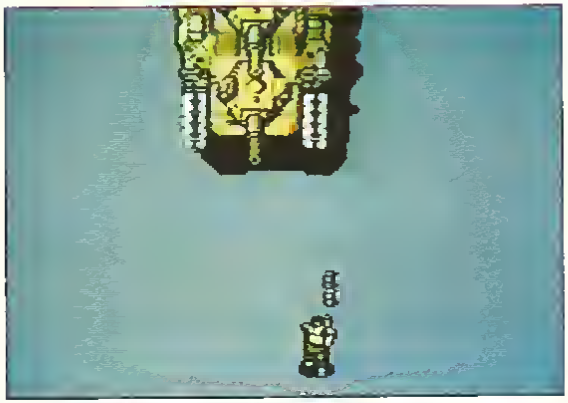
Enemies swarm on you at the end of that corridor. A flamethrower is helpful here, but a mace is even better.



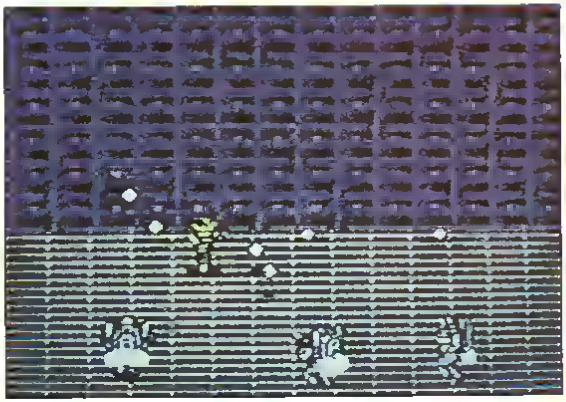
HINT After you make it through the maze perimeter, you'll have to adjust your strategy a little — there are suddenly a greater number of enemy soldiers *above* you, where you can't shoot them. Use your storehouse of grenades and advance slowly and methodically — if you charge recklessly ahead, you'll never get them all.

Data East

1850 Little Orchard Street; San Jose, CA 95125



Stand to the right of this boss tank's cannon and shoot rapidly. Stand still if you possibly can — if you move, he'll get you for sure.



In the Abyss, you're attacked from below just a few seconds after the stairs vanish from above you. To gain a split-second's advantage, start firing even before the terrorists appear.

JOURNEY TO SILIUS

Lisa M. Bouchey

The people of Earth are faced with a brand new millennium — and problems even more serious than acid rain and global warming. In this new space age, overpopulation has increased to the point that even the final frontier is overflowing with refugees. People are leaving Earth in droves, searching for an outer-space paradise, and Jay McCray is no exception.

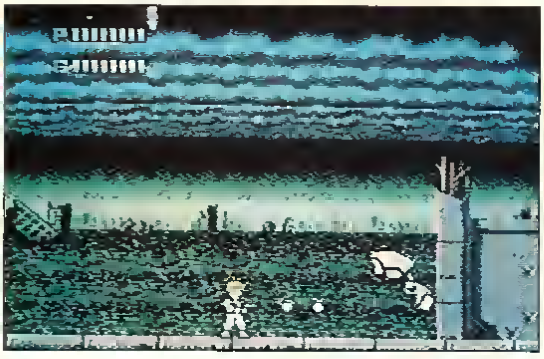
As Jay is preparing to join his father on a space-colony development team in the Silius solar system, it is rocked by an explosion that destroys everything, including Jay's father, the other developers, and all their records. Further colonization of Silius seems hopeless, but Jay is determined to complete his father's work.

As Jay, you've no sooner reached Silius than you discover that terrorists are responsible for the destruction of the colony — and that your father knew of his impending doom. In *Journey to Silius*, it's you against the terrorists as you struggle to defend the colony and avenge the murder of your father. It won't be easy — there are six action-packed battle stages to complete.

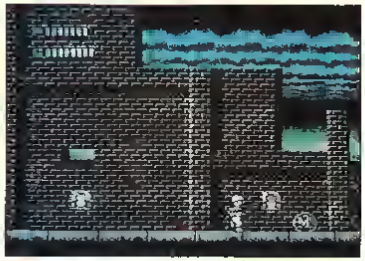
As you begin stage one, set in the deserted Silius space colony, you're armed with only a handgun. Although this weapon never runs out of ammunition, you can't depend on it to make Swiss cheese of *all* your enemies, so make sure you pick up both the machine gun and shotgun you find in this stage. The machine gun can fire continuously, and the shotgun can shoot bullets in three directions. You'll certainly need this extra firepower to defeat the helicopter and mini-robots you encounter at the end of the stage.

HINT

The best way to win your battle with the troop of cannons in stage three involves little more than hiding. Crouch down on the lowest level of the screen and wait until the cannons synchronize their shots. Then you'll have a few seconds to get a shot off between their laser bursts.



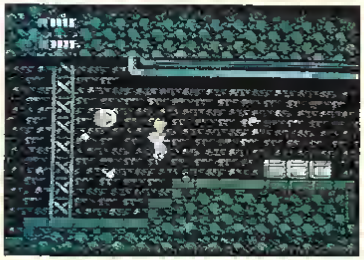
Terrorist attacks in the deserted space colony seem to come right out of the walls. Keep an eye out for these stone creatures — they might try to sneak up behind you.



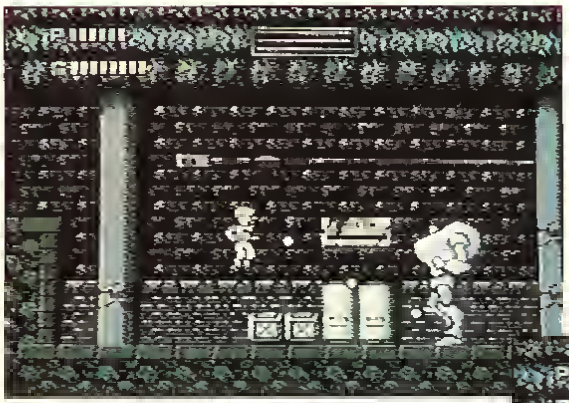
Pick up the machine gun in stage one. You need a weapon that shoots continuously to defeat the final boss in this stage.



The helicopter shoots at you with three guns. Blow it out of the sky with a stream of direct hits on the cockpit window.

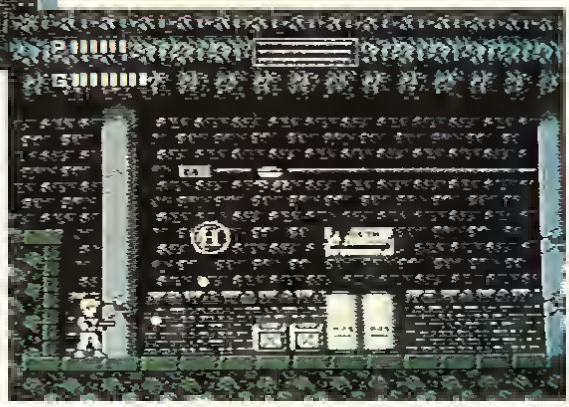


If you picked up the shotgun in stage one, you've got a weapon that can shoot in three directions. Unfortunately, your enemies have weapons that shoot in a revolving motion.



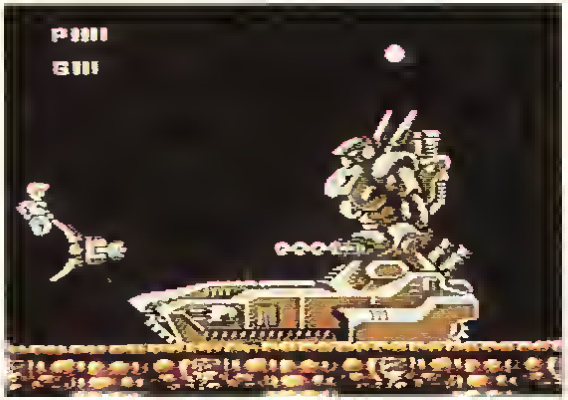
Stand your ground against this rock monster in stage two. If you destroy him, you can pick up the homing missile.

If your gun energy meter runs out, you won't be able to use any of your weapons until you pick up another capsule. The handgun is the only firearm that won't lose energy.

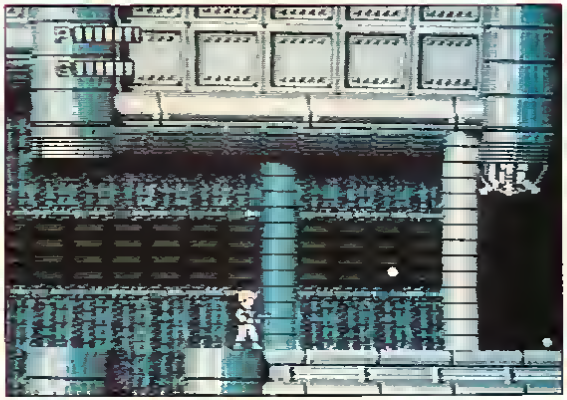


Stage two is set in a concourse beneath the ravaged colony. Here you can add a homing missile to your arsenal which not only can zero in on your mark, but can also shoot three projectiles at once. You must survive an attack by a war vehicle robot with snapping pincers to move to the next stage.

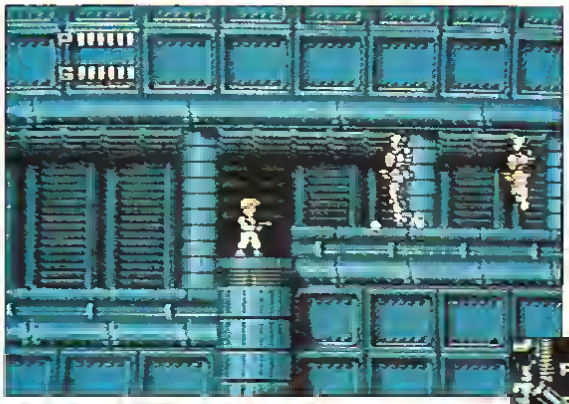
You enter the terrorists' headquarters in stage three. Keep an eye out for the laser rifle that's yours for the taking, and more of the life and energy capsules that appear from time to time in all the stages. A life capsule will increase your life meter by one bar. An energy capsule adds two parts of power to your gun



To defeat the terrorist's war vehicle robot, shoot some well-placed blasts at the glowing bulb just above the robot's pincer.

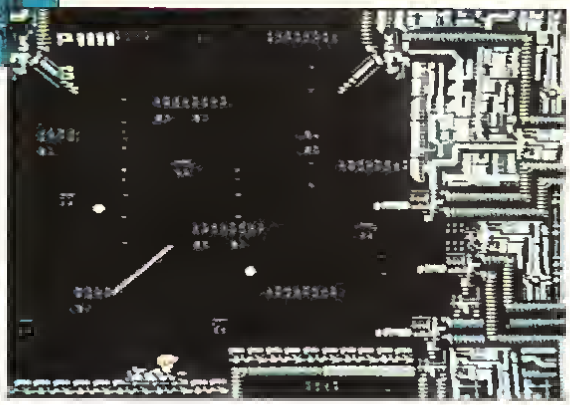


In stage three, you face an automated enemy that can shoot in three different directions. Take care of this pest with your shotgun



Don't get too close to these oversized robots as you fire at them. You can pick up the laser rifle after you've eliminated them.

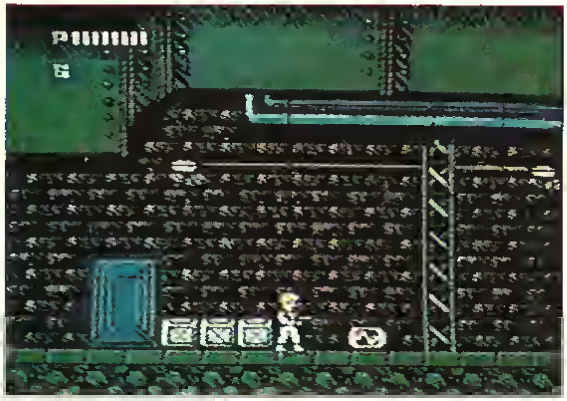
The exit from the terrorist's headquarters is guarded by this troop of cannons. Laser blasts come at you from five directions, but stay cool and blast away at the glowing blue bulb to escape.



meter. You must destroy a troop of cannons to advance through the headquarters.

You're inside the terrorist's spaceship in stage four. Pick up the grenade launcher available in this area — you need all the firepower you can muster to defeat the laser-firing cannon guarding the exit.

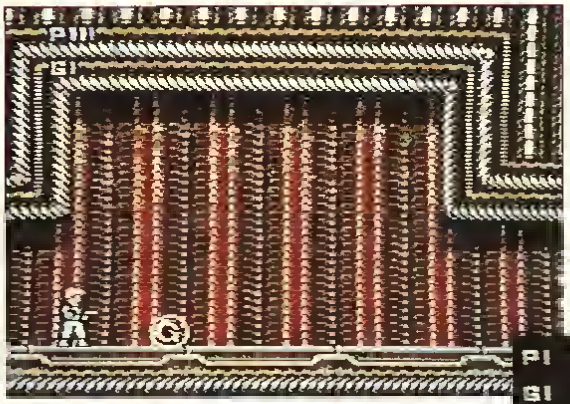
The action in stage five takes place in a spaceship factory. Stay on your toes — it's easy to hop onto the conveyor belts in the factory, but even easier to fall off or get crushed by moving boxes. Defeat the giant spaceship, and you'll face your greatest challenge — a battle with a human metallic skeleton.



Pick up this energy capsule, and you can restore two bars to your gun meter.



This guy may look big and tough, but you should be able to destroy him with a few well-placed laser blasts.



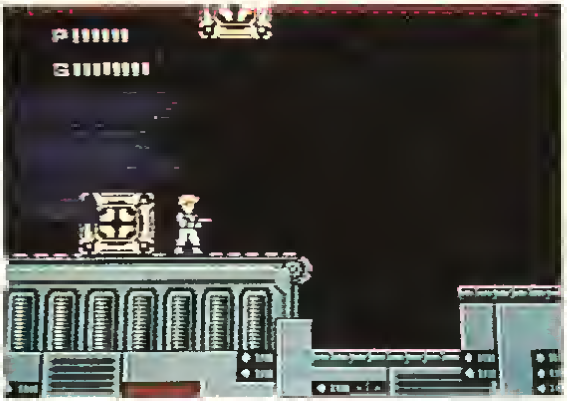
Make sure you pick up the grenade launcher in stage four. You need this extra punch to get by your final enemies.

This monster cannon looks more like an alien than a weapon, but you can get rid of it by blowing up the glowing bulb in its "mouth"

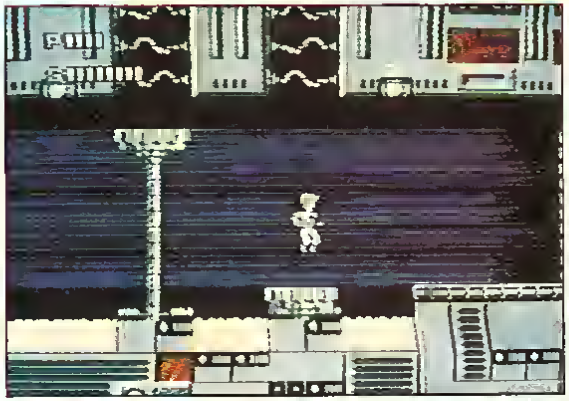


Survive this final attack (from an android three times your size) and you'll be able to see the completion of the Silius space colony and fulfill the dreams of your father.

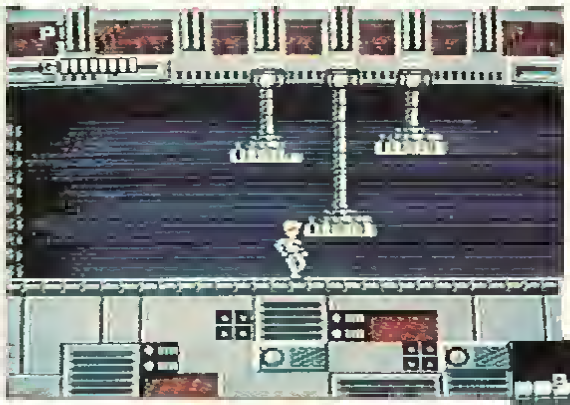
If you're looking for a new arcade shoot-em-up, check out *Journey to Silius*. It's packed with clean graphics, larger-than-usual characters, and elements of surprise — terrorist attacks come from all directions and in all shapes and sizes.



Keep an eye out for falling boxes in stage five. It's easy to move the wrong way on the conveyor belts, and hard to move fast enough to escape moving crates.

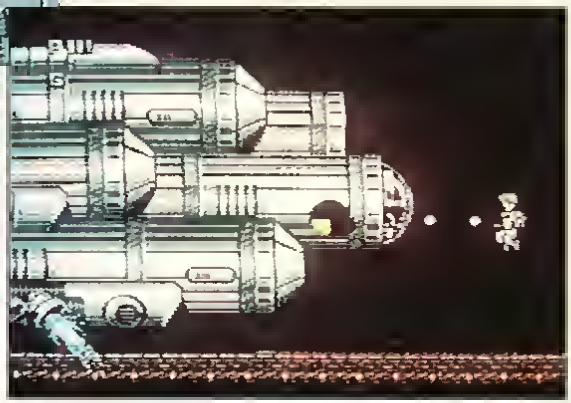


You have to jump on these elevator lifts to cross the melting pits — but be sure you jump off the lifts before they reach the electric currents at the top of the screen.



Watch your step in the spaceship factory. One wrong step here and you'll be nothing more than a greasy spot on the floor.

To annihilate the giant spaceship, blow up the bulbs on both ends of the ship. But watch out for the afterburners — they can singe you when you least expect it.

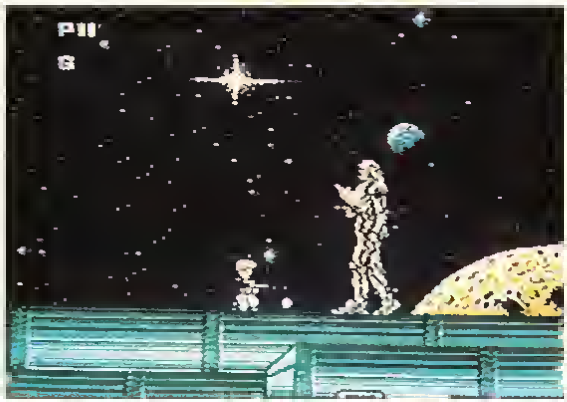


HINT

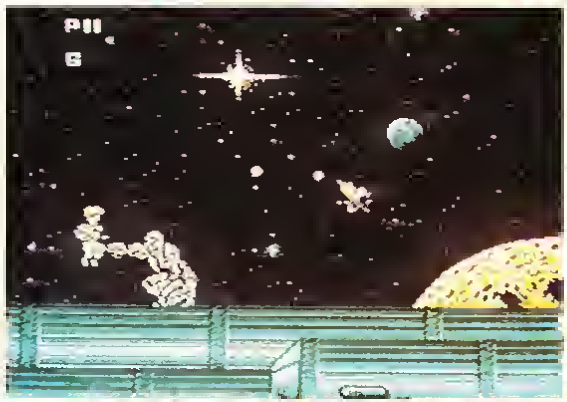
The giant spaceship in stage five shoots at you from six directions. Take out the orb on the right side of the screen before you worry the other end of the ship. You must blast both of them to escape, but doing it "backwards" gives you more time to work on the front end.

Sunsoft

11165 Knott Avenue, Cypress, CA 90630



Your final enemy is a human metallic skeleton — an android three times your size. You have to hit this terrorist right in the eye to stand a chance of escaping.



But watch out — the android packs a *killer* punch.

MANIAC MANSION

Stephen Poole

No one paid much attention when the meteor crashed near Dr. Fred's house 20 years ago. And why should they? The fact that the good doctor gave up his practice soon afterward couldn't be connected with a random astronomical event. Of course, everyone thought it a bit strange that the family — Dr. Fred, his wife Nurse Edna, and their son Ed — never left their mansion. But on the other hand, they had never bothered anyone, and things seemed rather peaceful at Dr. Fred's hilltop abode.

That is — until now. Sandy, a student and cheerleader at the college in town, is missing. And her boyfriend, Dave, swears he saw Dr. Fred taking Sandy to the mansion. Now Dave has formed a team to rescue Sandy from whatever evil designs the doctor has in store for her. It won't be easy to set Sandy free — and there's no way to prepare for the dangerous, yet wacky, world that lies ahead.

Although there are lots of role-playing games for the Nintendo, *Maniac Mansion* is a totally unique entry. For example, not too many games provide multiple storylines and endings. As the game begins, you choose Dave's two companions from a group of six teenagers. The game's storyline and ending varies depending on which characters you choose to accompany Dave.

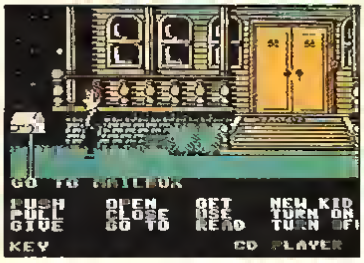
The setting of the game is also distinctive. Most role-playing games for the NES are set in an imaginary world in either the distant future or past. The action in *Maniac Mansion* takes place in the present, with characters anyone can recognize. And you don't have to worry about buying healing potions or casting spells — your success depends on how creative

HINT

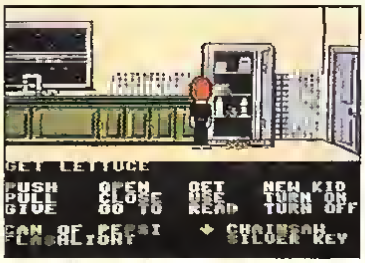
You don't really need to use the flashlight you find early in the game to maneuver through dark rooms. Since every object your cursor passes over is identified, you can usually find a light switch or lamp by moving your cursor throughout the room.



At the start of *Maniac Mansion*, you select two teens to help Dave find Sandy. To find out a kid's talents, move the arrow to that character and press the A button.



It looks as though the U.S. Mail delivers even to this creepy place. But what would the postman bring Dr. Fred and the other weirdos living here?



The kitchen is a mother lode of valuable items. The chainsaw is tempting, but you'll soon realize that it looks better on the kitchen wall than in your inventory.



Ringing the doorbell is a sure-fire way to coax Weird Ed out of his bedroom so that one of the kids can search it for clues and valuable objects. Move quickly — Ed's not fooled for long.



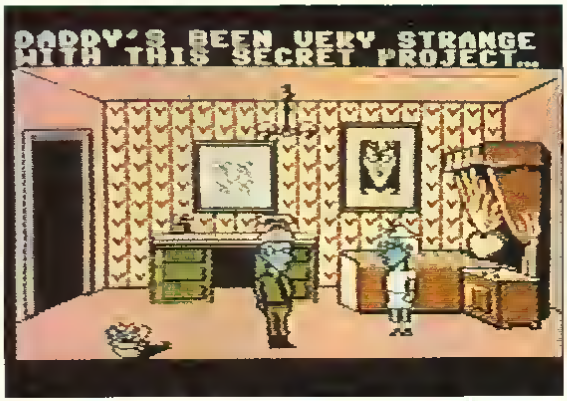
Solving problems means choosing the right kid for the job. That radio tube looks too good to pass by. Perhaps a more technically minded teen can add it to your list of goodies.

To escape from the dungeon, you need either another kid outside with a key, or a fellow prisoner to help you plot a getaway.



you are at solving problems, unraveling puzzles, and interacting with an admittedly strange cast.

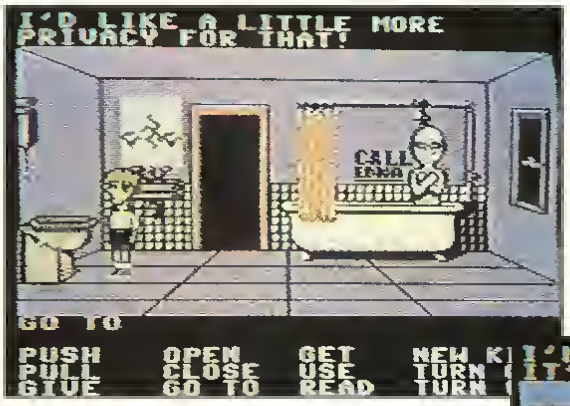
Maniac Mansion was a hugely popular computer game, and the Nintendo version is taken directly from that earlier edition. Some games suffer in the translation from PC to cartridge-based format, but the exact opposite is true for *Maniac Mansion*. In the Nintendo version, the graphics are better, the music is catchier, and — best of all — it's much easier to move your character and form commands.



It seems that you're not the only one who's worried about Dr. Fred. If you join Ed and help his dad, you'll have one less hostile resident to deal with.



The reception on the TV inside this sarcophagus is awful, but you might find more interesting viewing on another set.



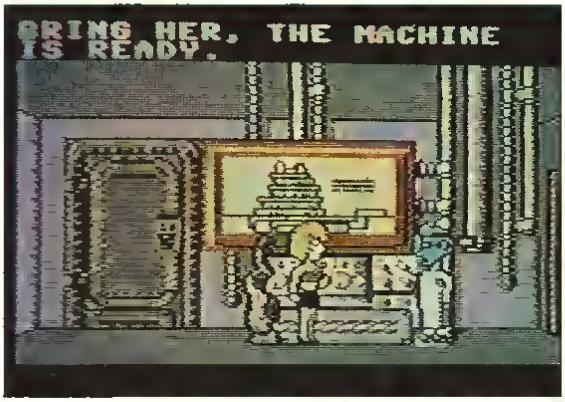
Hey, you should have taken care of that before leaving home! But since you're here, grab the sponge on the sink in case you spill something on Dr. Fred's nice clean floor.

None of the kids wants to get wet, so you'll have to find some way to keep them high and dry if you wish to take a closer look at the pool chair.

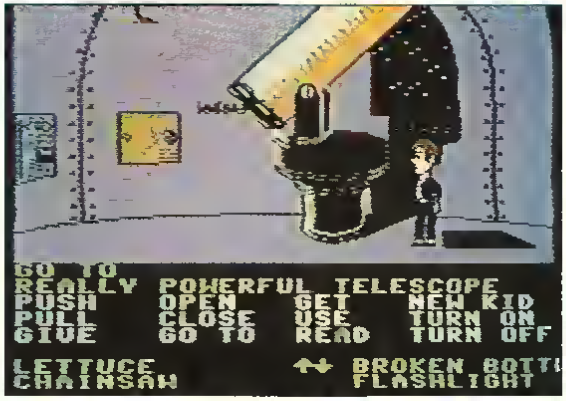


Recent surveys indicate that more and more adults are playing videogames, and *Maniac Mansion* should have a strong appeal for this new influx of game players. This doesn't mean that it's a game for adults only, though — quite the contrary. Unlike similar games, there's no language that could be considered inappropriate for younger players, so the level of difficulty is the only thing to worry about when considering if it's OK for children.

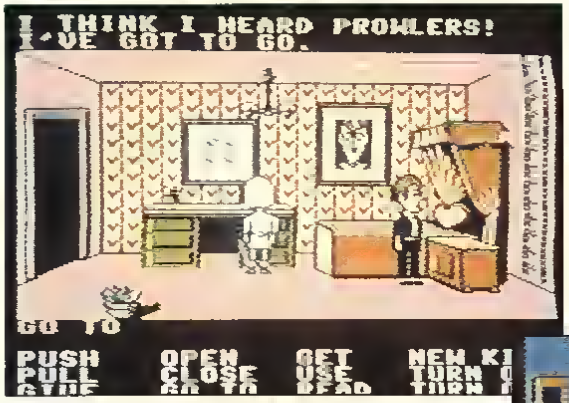
And since some of the puzzles in *Maniac Mansion* could have you



One Sandy, hold the cerebrum, coming up! Maybe Dr. Fred realizes Sandy won't need her brain for her beach trip during Spring Break.



You may not be interested in astronomy, but you should still take a break and have a look at the wonderful sights this telescope has to offer.

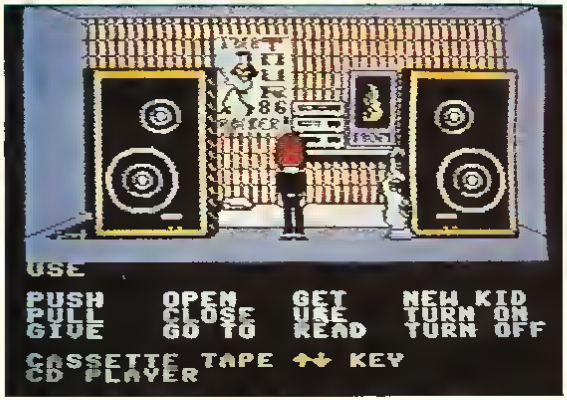


Nurse Edna's not too attentive once she gets involved in a phone conversation. Who would be rude enough to disturb her while intruders are afoot?

This solitary painting looks pretty conspicuous. If you've watched your mystery movies, you should have a good idea of what the decorator was trying to do by hanging it here.



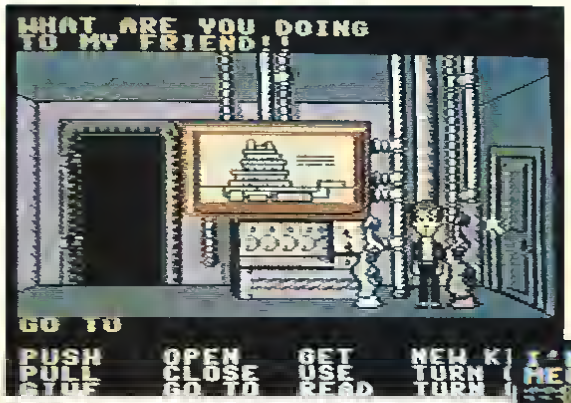
pulling out your hair, the difficulty level is definitely something to consider. A hint book is available from Lucasfilm (the publisher of the computer version) for $7.95, but you might consider it a small price to pay after you've spent several mind-bending hours trying to find some change to use in Dr. Fred's arcade room, or wondering what to do with Weird Ed's hamster.



The Green Tentacle loves rock 'n' roll — just take a look at this serious equipment! If you can help him with his music career, you might win over another of Dr. Fred's clan.

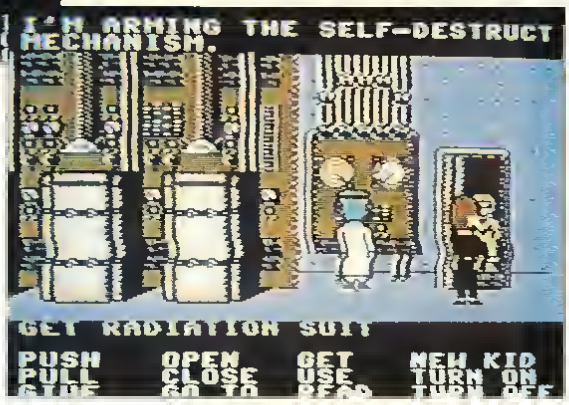


This music room might be just the place to practice your licks for the Green Tentacle. Of course, if he won't leave his room, you must find some way to get your tunes to him....



Now that you've turned tentacle against tentacle, you can stop worrying about the unwelcome touch of suction cups as you're hauled to the dungeon

Just when you think you've rescued Sandy, you discover what a sore loser Dr. Fred really is.

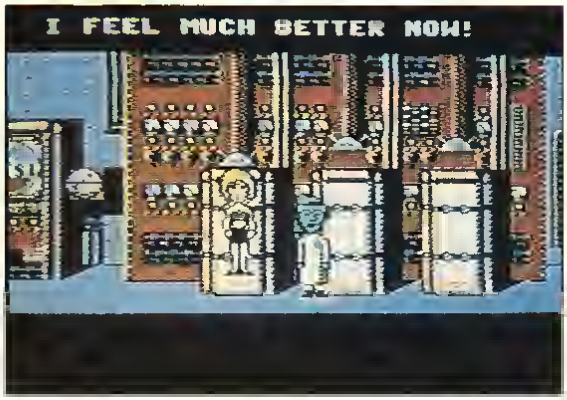


HINT

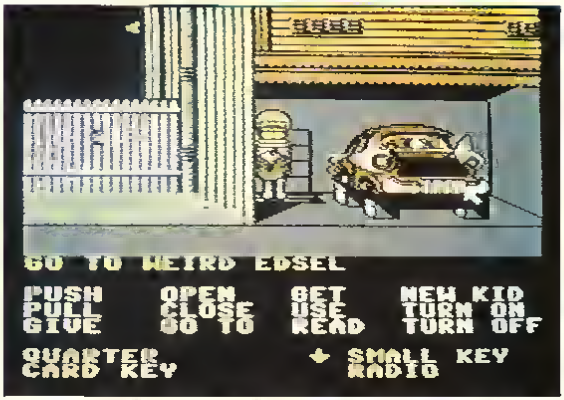
If you haven't played many problem-solving games, you might not realize how important it is to save the game before you do anything risky Dr Fred's mansion is nuclear-powered, and there are several things you can do that cause a meltdown — that means the end of the game, the end of you, and, if you didn't save your game, starting over at the beginning

Jaleco

310 Era Drive; Northbrook, IL 60062



Dr. Fred's not just repeating what his patients used to say 20 years ago. He's finally been freed from the control of an evil, extraterrestrial force



How appropriate — a Weird Edsel. Although the sight of this baby might bring on the urge to cruise Main Street, you've got more important business to take care of

MEGA MAN 3

You liked the first one. You thought the second one was even better. Well, believe it or not, *Mega Man 3* is the best yet. The *Mega Man* series is one of the most popular and inventive (many of its loyal fans would say *the* most popular and inventive) available for NES.

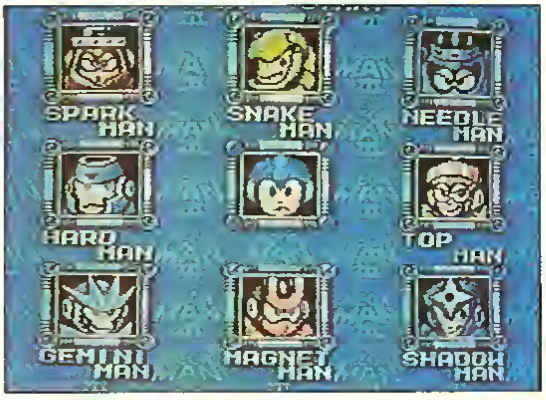
The little android first made an unheralded appearance in December 1987 in a typical save-the-world-from-the-evil-scientist adventure. But what set *Mega Man* apart from other games was the successful formula it still employs. Mega Man must fight the robots invented by evil genius Dr. Wily. Each time he defeats a robot, he earns the weapon that mechanical monster once wielded and can use it against the next robot in line.

Through the years, the robots have included GutsMan, ElecMan, BubbleMan, and a dozen others. In this third adventure, the robots include NeedleMan, who is armed with a needle cannon; MagnetMan, who uses magnet missiles; HardMan, who attacks with a Hard-punch blow; Spark-Man, who uses Spark-shocks; Shadow-Man, who throws Shadowblades; GeminiMan, who carries a Gemini Laser; SnakeMan, who can throw three reptiles into a Snake Search; and TopMan, who possesses a dangerous Top-spin fighting maneuver.

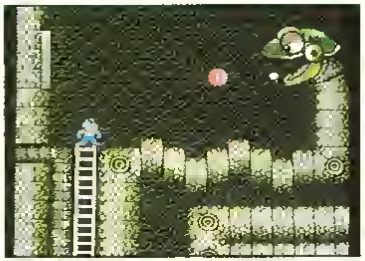
But will Dr. Wily be the final villain in *Mega Man 3*? It's hard to say — at the beginning of the game, Dr. Wily is actually working *with* Dr. Light, your good-hearted inventor. Can Dr. Wily

HINT

In ShadowMan's stage, the lights sometimes go out and you must fight in the dark. To turn the lights back on, either run until the darkness-generating machine is off-screen or use Rush as a trampoline to jump up and destroy it



Although you can begin *Mega Man 3* on any stage, there's a certain order you should follow to make the game easier and more fun.



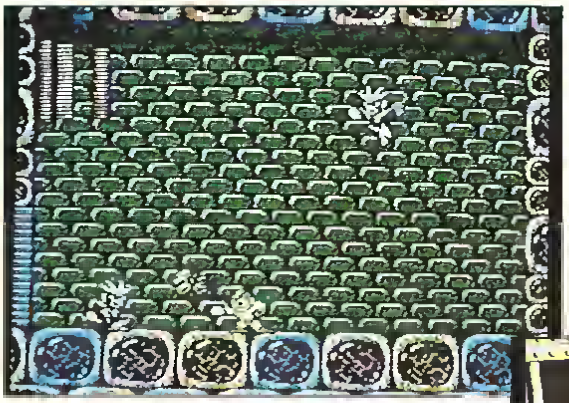
This vicious foe from SnakeMan's stage is a giant reptile that fires huge globs of venom. Stay at the far left while repeatedly jumping and shooting at its head.



Once in SnakeMan's inner sanctum, quickly make your way to the far right. SnakeMan runs back and forth while throwing deadly snakes. Stand still and shoot, taking care to avoid his reptilian missiles.

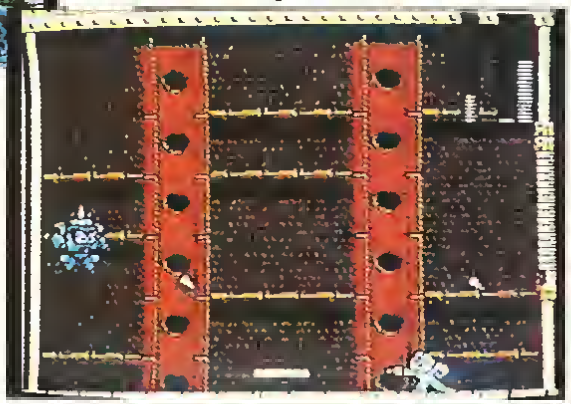


In GeminiMan's stage, plenty of surprises await you, including this large-nosed flightless waterfowl. To get power-ups, blast some of the little birds he throws, then finish him off by shooting at his eyes.



GeminiMan splits in two and tries to trap you in the middle of the screen. To keep *him* in the middle, move near the sides of the screen while attacking with SnakeMan's weapon.

GeminiMan's laser works wonders on NeedleMan. Fire a shot, then dodge NeedleMan's spikes as the laser ricochets. After you beat him, you get the Rush-Jet as well as his weapon.

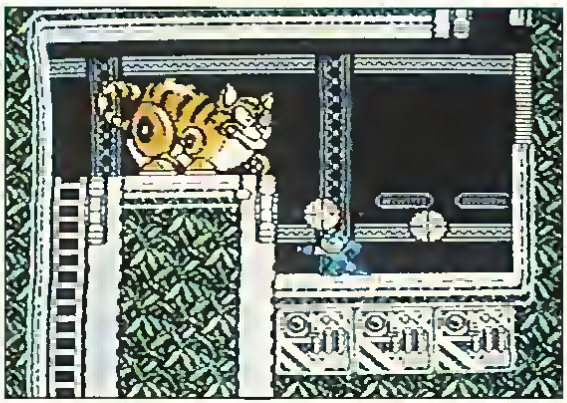


have seen the error of his ways? Or is it just a ploy he's using in another of his plans to take over the world? You won't know until you're deep within the adventure.

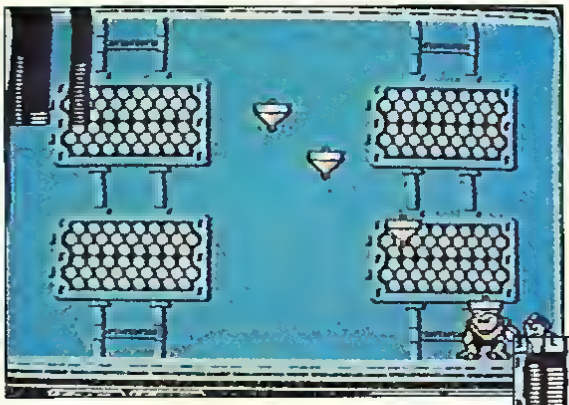
In *Mega Man 3*, Dr. Light is sending you on a mission so dangerous you can't go alone. It's lucky he's invented a MegaDog for you. With the mechanical canine Rush at your side, your job should be a lot easier. And Rush is no ordinary MegaDog — he not only can turn into a springboard to help you with high jumps, but when you defeat



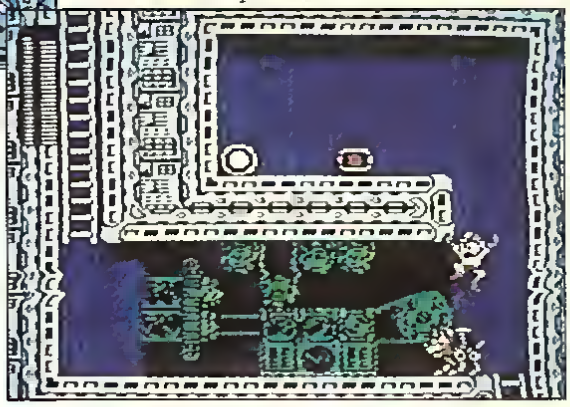
HardMan doesn't exactly live up to his name. Simply fire at him with Mega Man's regular gun while being extra careful to avoid his dive-bomb attacks.



Uh-oh! TopMan's giant house cat is after you. Shoot at its head and be careful to avoid the giant balls of yarn he coughs up.



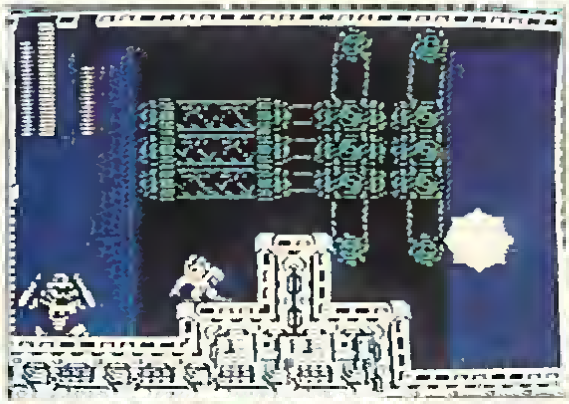
The trick to defeating TopMan is to get behind him and use the Hardpunch weapon so he can't attack you with his tops



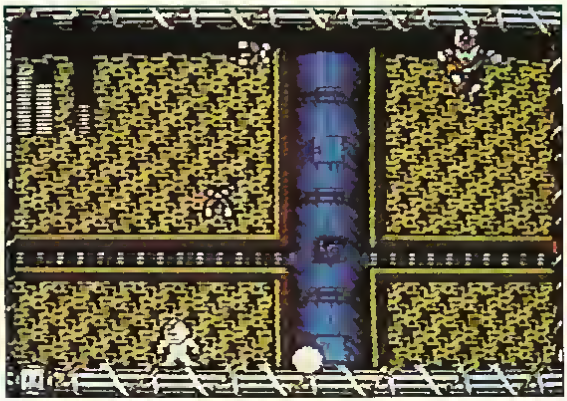
Use Rush as a trampolme to get the items hidden in hard-to-reach places.

NeedleMan and Shadowman, respectively, you also earn the power to turn your MegaDog into a Rush-Jet for air travel and a Rush-Marine for underwater journeys.

Mega Man is an improved model as well. Since the last game, he's learned a power slide that helps him squeeze through cramped areas. It definitely comes in handy as he searches underground mine shafts for valuable crystals. And his new ability and new aide are just as handy when he faces some of the biggest and most original boss



The best way to defeat SparkMan is to change into ShadowMan. When SparkMan runs toward you throwing his sparks, stay on the other side and attack

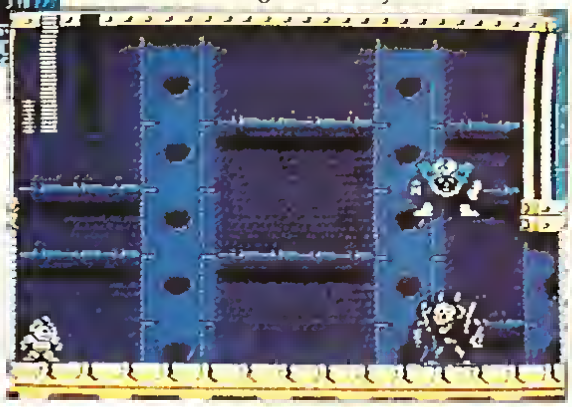


MagnetMan is easy to beat if you become SparkMan. He tries to pull you toward him with his magnet shield. Wait until the shield is turned off, then blast him with sparks.



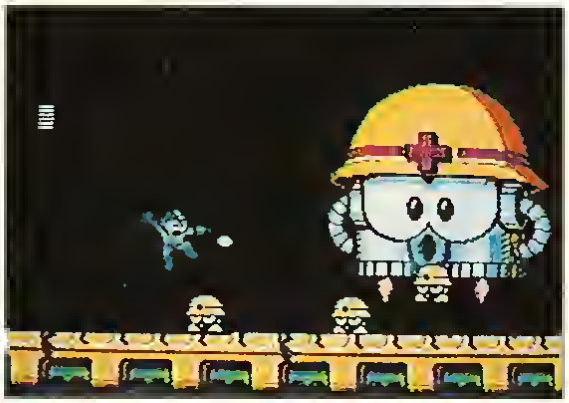
You may have defeated all the robots, but your mission isn't nearly completed. Remember those robots you thought you destroyed in *Mega Man 2*? Well, they're back!

The ghost of Airman is just as tough as ever. This time, though, you're better prepared. Attack him as MagnetMan when he stops throwing twisters at you.

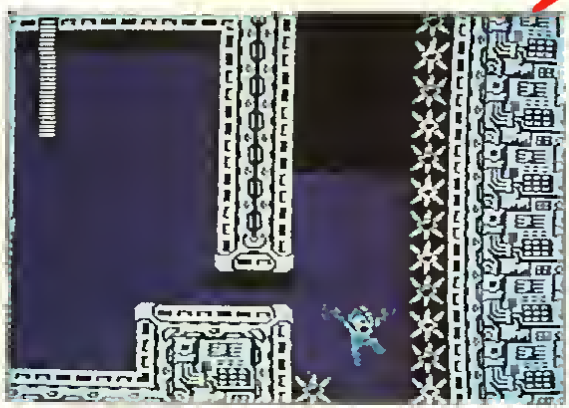


creatures you've ever seen. The last boss, as a matter of fact, is so huge that only the upper half of his body fits on the screen at one time!

Mega Man 3 is an absolute must for anyone who loves action-adventure games. Its great story, outstanding graphics, and exciting game play make it the best *Mega Man* game ever. We're already looking forward to his fourth adventure. Take that, Mario and Luigi!



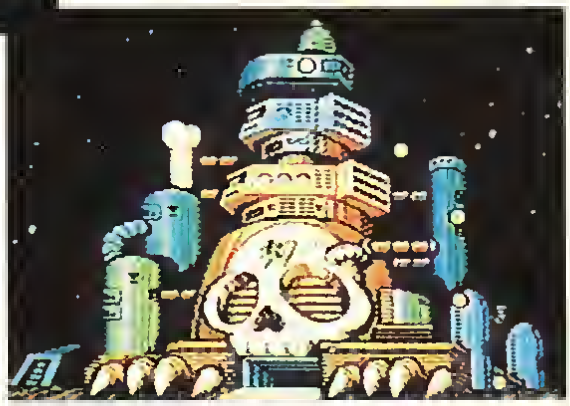
Oh, no — it's the chief hard-hat! Even though he looks mean, he's very easy to beat. When you first see him rising out of the ground, shoot at the cross on his helmet.



After MetalMan is out of the way, you come to a small tunnel. Avoid the spikes on the wall in front of you by quickly moving left as soon as you begin to fall.



When you return to Dr. Light's laboratory, you find that Dr. Wily has returned to his evil ways. You must set out after him quickly if this madness is ever to end.



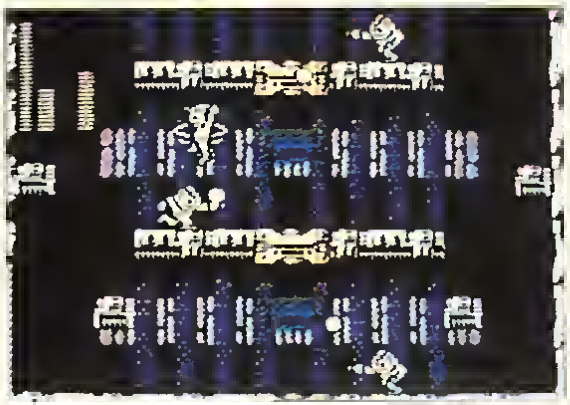
Dr. Wily's new and improved castle provides more than enough protection for his evil creations.

HINT

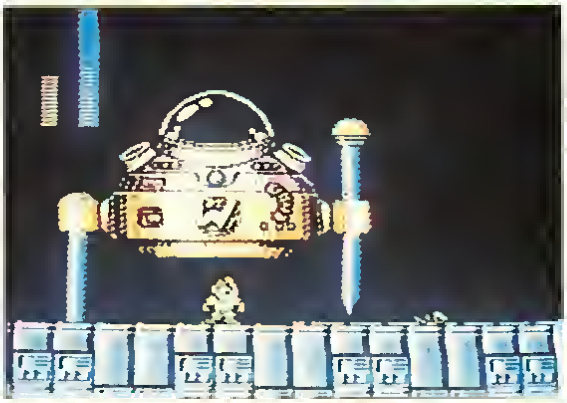
Near the end of the game, a vengeful villain from the original *Mega Man* game reappears for some long-awaited destruction. When you meet the orange one-eyed giant, remember that you can hurt him only when he's completely solid and opens his eye.

Capcom

1283-C Mountain View/Alviso Road, Sunnyvale, CA 94089



Of these three Mega Man illusions, all three can hurt you, but you can hurt only one of them. Once you discover which illusion is vulnerable, use the top spin to win.



Your final challenge — or is it? Dr. Wily comes after you with his most fearsome invention yet. Destroy this machine, then get ready for more surprises!

SHADOW OF THE NINJA

Brian Carroll

The year is A.D 2029. Although it's been more than 400 years since ninja flourished in the Land of the Rising Sun, one clan survives — the clan of the Iga.

The Iga family tradition is carried on by Hayate and Lady Kaede. This brother/sister ninja combination is uniquely qualified to challenge an evil emperor who controls the biggest city in the U.S. — New York, NY. The siblings' mission is to infiltrate the stronghold of Emperor Garuda and, ultimately, to destroy him.

Cloaked in black from head to toe, the two fighters carry a small arsenal of deadly weapons — katana (small swords), shuriken (throwing stars), and kusarigama (the sickle and chain). It may not sound like much, but after all, these highly trained professionals are ninja. They don't *need* much.

The emperor's fortress is made up of five stages, each consisting of three or four levels. Navigating your way through the myriad of scenarios requires a quick trigger finger, but not much more. Your strategy can be confined to figuring out the best way to dispose of the agents who are dispatched to eliminate you. There are no puzzles, mazes, or treasure hunts to slow you down.

HINT

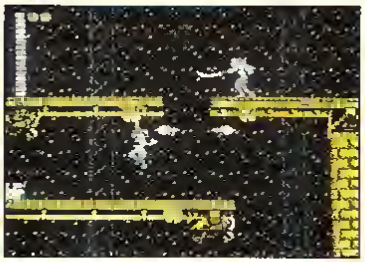
Try to hold onto your shuriken until you reach the big battles at the end of each stage. Your chances in these duels-to-the-death improve drastically if you're armed with the stars — they greatly increase your range of attack.

The arcade-style action in *Shadow of the Ninja* is reminiscent of *Bad Dudes* for a couple of reasons — although in this game the ninja are the good guys. But as in *Bad Dudes*, the scenery scrolls from left to right for most of the game, and the enemies come at you, often in bunches, with increasing frequency and ferocity.

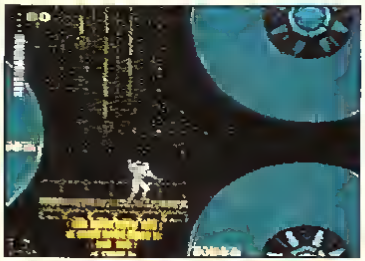
Each stage is punctuated with a climactic battle against a huge boss with dangerous weaponry. To dispose of most of these level leaders, the key is simply to figure out their patterns of



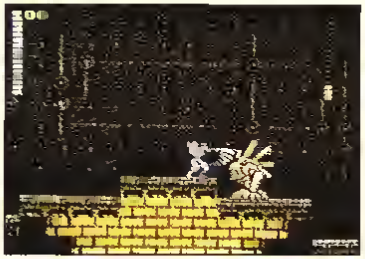
The ancient, bitter war between the rulers of Japan and ninja assassins has been transported to the Big Apple — New York City.



Move up through this dangerous section of level 1-2 as quickly as you can. Don't stop to fight foes or obtain items.



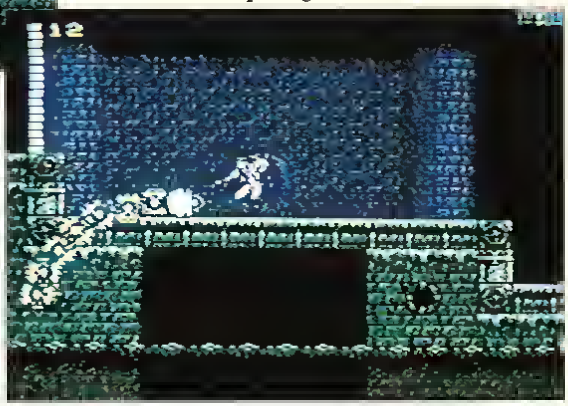
No cabs are available in the futuristic world of 2029, so you'd better hitch a ride on one of these mechanical wheels.



Missleman looks dangerous, but he's really a wimp. Keep moving backward as he fires and pummel him as soon as he lands.



Getting tired? You can hang off this ledge for a breather — you're immune from danger in its shelter.

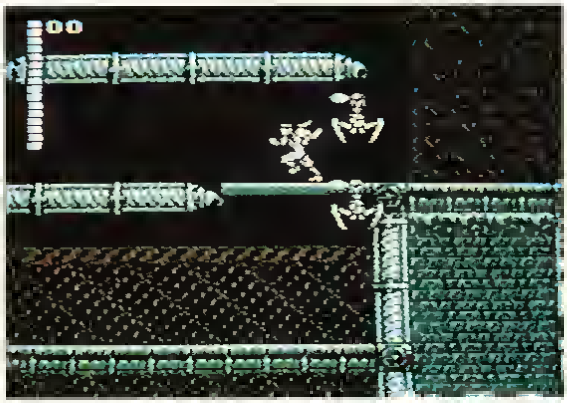


These Eyestalkers from level 2-1 are nasty. The shuriken are your best weapon against them.

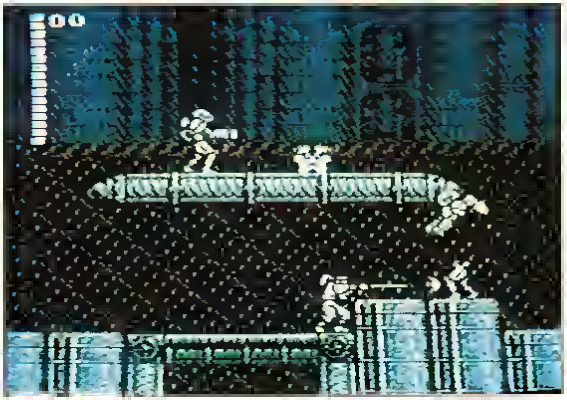
movement and attack, then launch your counterattack from the safest spots on the screen.

Weapons, safely locked up in chests, are placed throughout the game for your convenience. Simply strike the chests with your weapon, and they yield their store. However, you should inspect the goods before you grab them — you don't want to trade in your shuriken for the less-powerful katana. But if you're already armed with the katana and run across another one, you can pick it up to increase your range of attack.

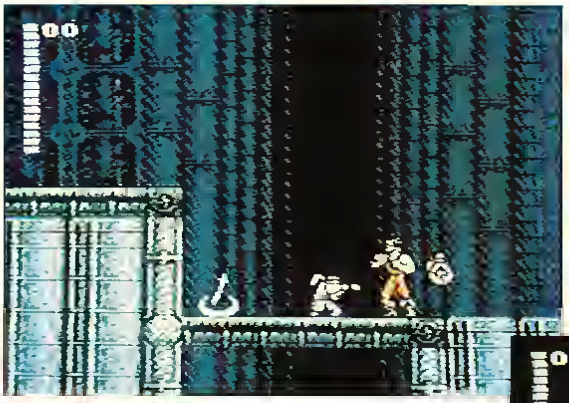
Also scattered throughout the game are scrolls that increase your weapon's reach, healing potions that



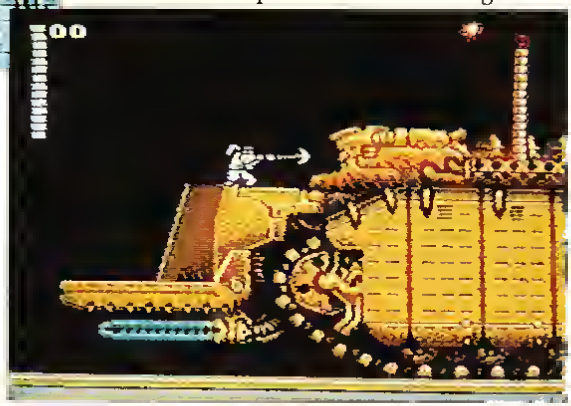
Lop off the heads of these Insectoids to ground them, then finish the job with a few more body blows.



The first time you strike a Cybork, he splits into two parts. Get rid of his legs fist, then dispose of his less-threatening hovering head.



Dispense with these Palookas and quickly grab the residual bottles of healing potion.

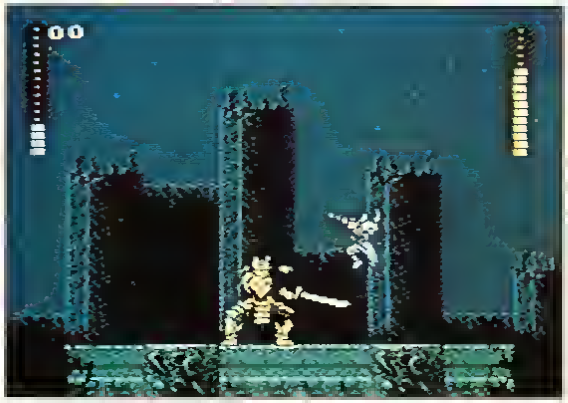


Despite its mass, this Killer-Tank from level 2-3 should result in an easy win for you. This ninja is striking in the best place to do some damage.

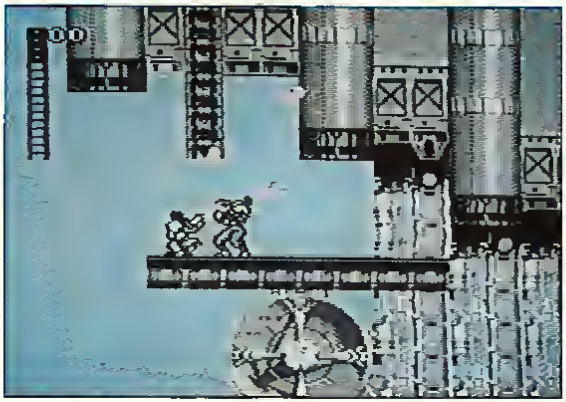
restore your hit points, and delay-action bombs that can demolish obstacles when you're a safe distance away.

The game gets high marks for its player control and graphics quality. Jumping, climbing, and ducking soon become second nature—a good thing, considering the waves of agents Garuda sends to stop you. And a lot of time obviously went into producing both the volume and diversity of adversaries. They range from mechanisms programmed to destroy you to assassins with more than a few tricks up their sleeves.

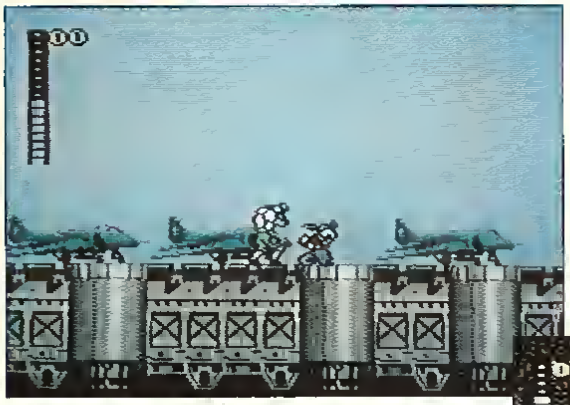
For example, the Golden Samurai found at the end of stage three



The Golden Samurai is a tough nut to crack. When you see his first piece materialize, move out of the way. Then turn and unload into his midsection.

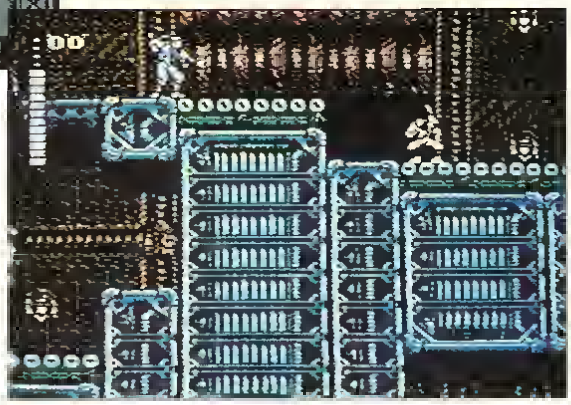


The going gets tougher in level 4-1 because you must walk behind the metal superstructures, which obstruct your view.



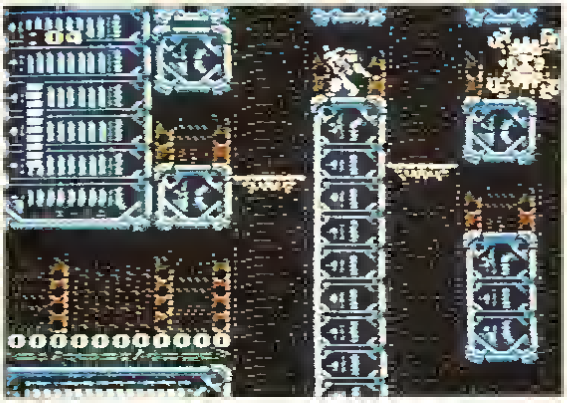
This troublemaker in level 4-1 bounces up, down, and all around. The only time he's vulnerable is when he's preparing to launch his own assault.

As if your job weren't challenging enough already, you must fight foes on moving conveyor belts beginning in level 4-2.

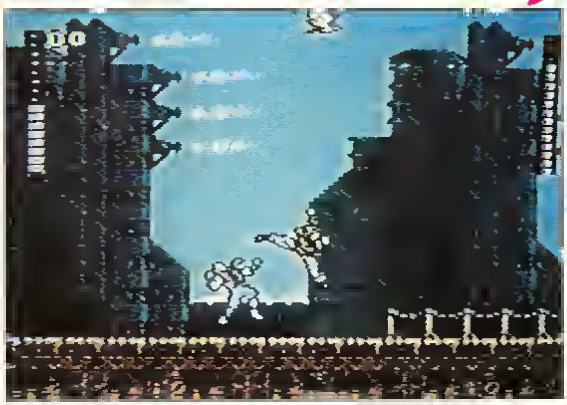


disintegrates into dozens of pieces, only to reassemble directly behind you seconds later. It's difficult to slice up an enemy if he's diced up to begin with.

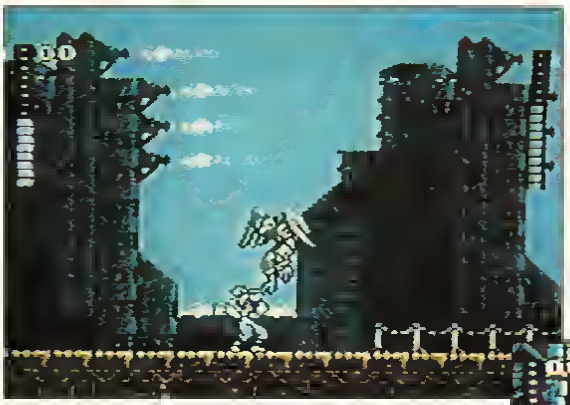
Also worth noting is the fact that gamers battle as allies in the two-player mode. Player One maneuvers Hayate, while Player Two commands Lady Kaede. This side-by-side approach makes for some exciting battle scenes.



Wait for these Romblasts to get eye-to-eye with you before you fire at them.

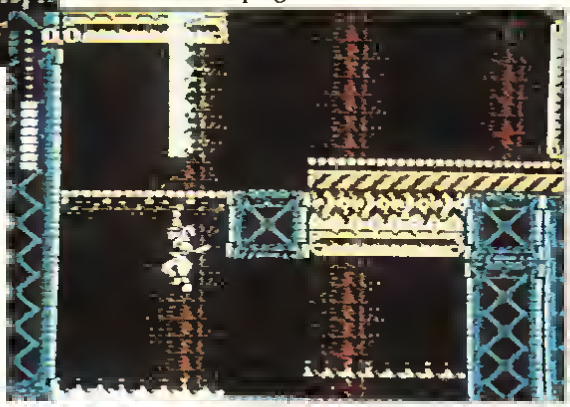


You're required to defeat Captain Hawk twice. For your first win, hit him when he's preparing to strike you.



Then for your second win, jab him in the midsection after he's united with the hawk flying overhead. This won't be easy — he zooms in close

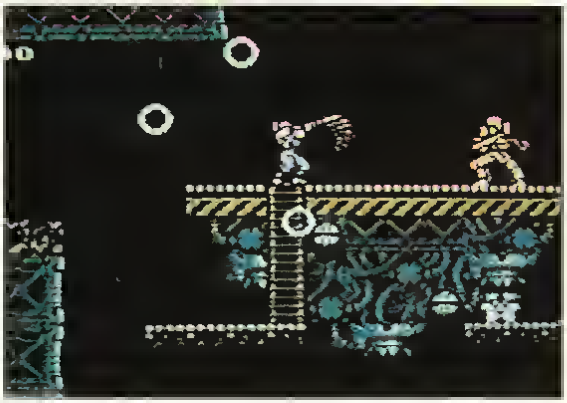
In level 5-1, guard against these side-swiping forcefields.



HINT

Most of the enemies in this game operate according to fairly simple programmed patterns. Stay out of reach for just long enough to decode the pattern, then move in for the attack. Taking a little time to ponder your options can save you a lot of time in the long run.

Natsume
1243-A Howard Avenue;
Burlingame, CA 94010



The Geometron won't do you any harm as long as you're stationed at the top of this ladder



You finally meet Garuda face-to-face. Keep whacking away at his midsection and legs. Your barrages eventually take their toll.

SHINGEN THE RULER

William R. Tratter

If you're a fan of *Nobunaga's Ambition*, you're going to be pleased for two reasons. *Shingen the Ruler* is heavily derived from the Koei game. But it's an even *better* game.

The scope of this epic strategy simulation is huge: You portray warlord Shingen Takeda (an actual historic figure, as are all the enemies and allies you encounter in the game) and his son and heir, Katsuyori. Your goal is to unify medieval Japan under the banner of the Takeda clan.

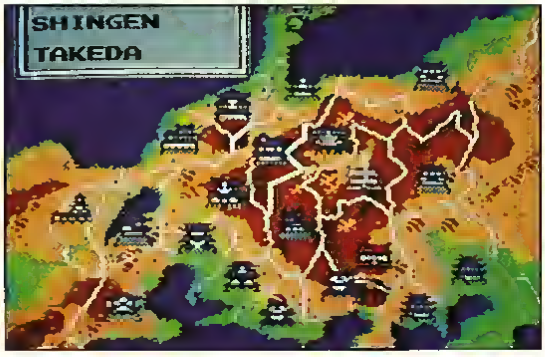
The game begins in 1545, a time when Japan was fragmented into 21 separate fiefdoms, most of them ruled by warlords much more powerful than you — and even more ruthless. By allocating resources and issuing one command per month, you must build up the economy and stability of your own provinces, continually strengthen your army, fight off attacks from rival warlords, and gradually extend your own empire.

It's an incredible balancing act because there is never enough time, money, or manpower to take care of every crisis that erupts — not to mention the droughts, plagues, floods, and typhoons that occur at random. It may seem impossible, but each time you play, you learn a little more about the workings of this dynamic, yet subtle, game. Gradually, you'll evolve into a master strategist and diplomat.

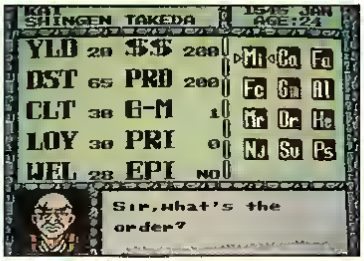
Players of *Nobunaga* (who appears, incidentally, as a supporting player in *Shingen*) will find this game

HINT

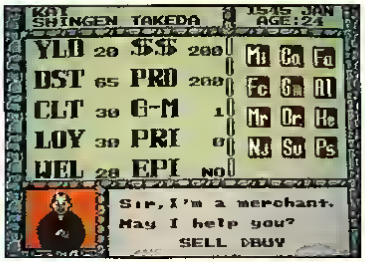
If you're attacked by a superior force and the enemy sends his cavalry ahead of his foot-soldiers, mass your bowmen and musketeers to bushwhack them, then immediately press the Flee command and fall back to your castle. You'll have eliminated a sizable portion of his cavalry at little risk to yourself.



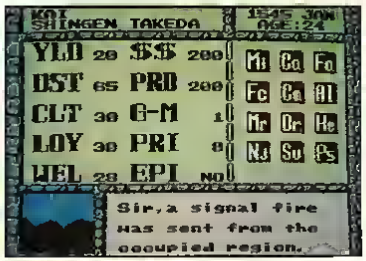
You make strategic decisions and plan alliances from this map.



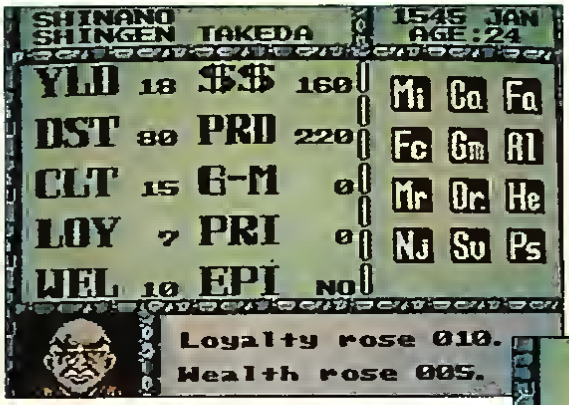
At the beginning of the game, you're a young warlord of modest resources and little wealth.



Upgrade your army's equipment by buying weapons from the traveling merchant.

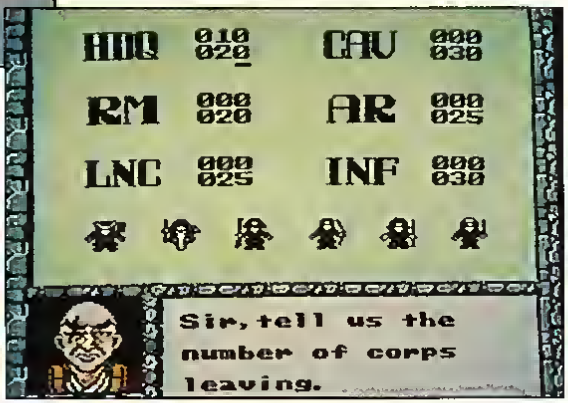


A signal fire indicates that enemy forces have been sighted on the march and an invasion is imminent, although you do have a chance to transfer reinforcements to the threatened province.



Money spent on increasing peasant loyalty is repaid with greater manpower and fewer riots

From this screen, choose how many troops you'll take to battle and how many you'll leave to defend your castle

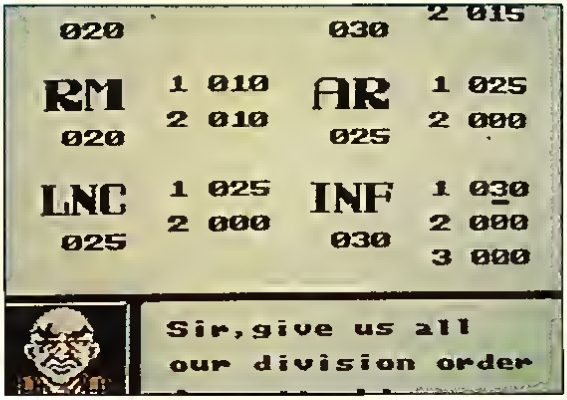


play familiar. What makes *Shingen* such a great game is that it was designed from the ground up as a Nintendo game instead of being squeezed down from a PC program, as was the case with *Nobunaga*. The mechanics of game play are smooth, and the graphics are gorgeously detailed. Not all of the game's fine points are covered in the manual, but its complexities are tamed by clear, thorough instructions.

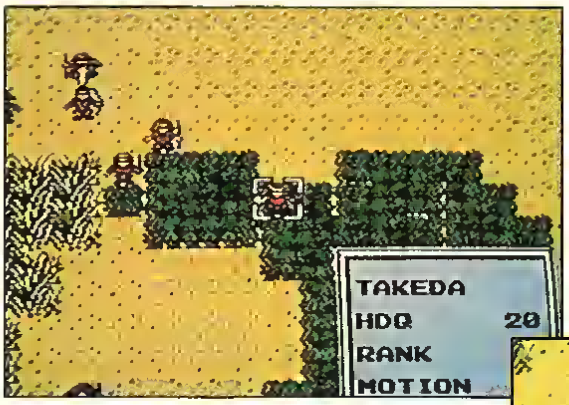
As engrossing as the diplomatic and strategic aspects of *Shingen* are, it is the battles which make the game a superior strategic adventure. Instead of having to rely on stylized chessboard-like landscapes and ab-



Use the Manual Battle command when you're outnumbered or have an elaborate strategy in mind. Use Auto only when the odds are in your favor.

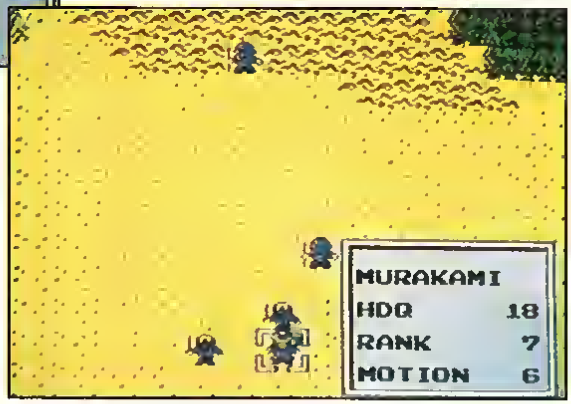


Subdivide your army into separate units from this screen. The more units you have, the greater your tactical flexibility — but fewer units means heavier firepower.



Hills, woods, and ditches add to the defensive strength of your troops. But remember never to send cavalry on a frontal assault against lancers!

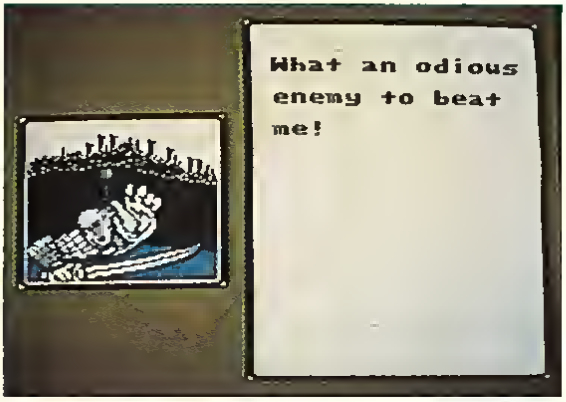
Place the cursor over enemy units to obtain intelligence on their size and quality. Any unit ranked 12 or higher is formidable indeed.



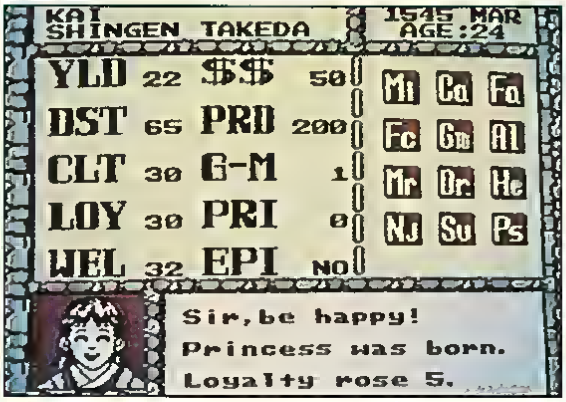
struct unit icons, you fight campaigns on realistic terrain with lively units of animated archers, musketeers, cavalry, and lancers.

There are, in fact, 21 different battlefields and an equal number of castles to be defended or besieged. Rivers, mountains, forests, and prairies are all rendered in great detail (each type of terrain has a definite effect on troop movement and fighting capabilities), and the castles are a special challenge, whether you're attacking or defending.

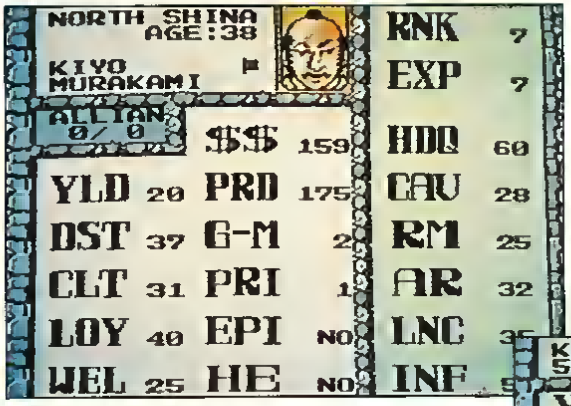
Each battlefield is four screens in size, giving you ample room to perform every tactical trick you can think of: outflank your enemy,



Victory brings gold, rice, and valuable combat experience.

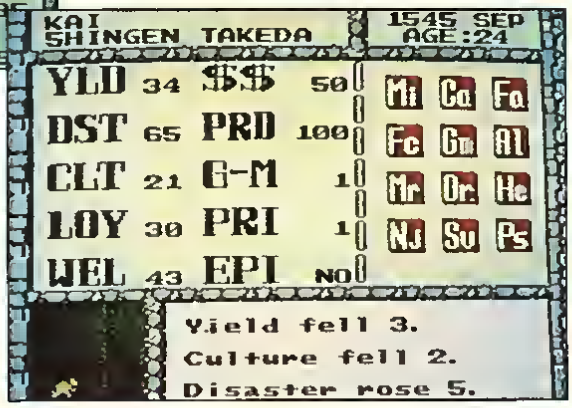


Princesses are valuable assets — marrying them off can help cement alliances with powerful neighbors.



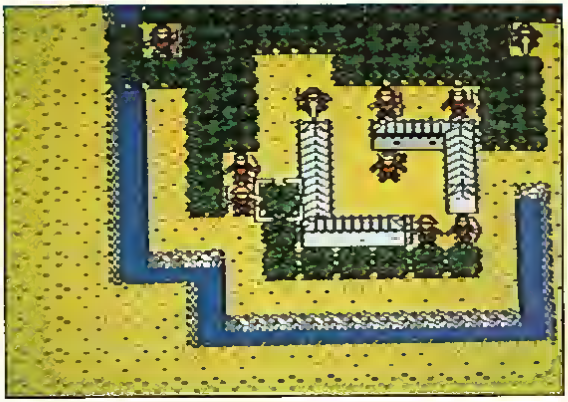
Ninjas can bring back information about rival states or conduct sabotage on your enemies. The latter is expensive, however, as well as risky.

Flood, plague, storms, or droughts can hurt you until you get your "disaster" level down.

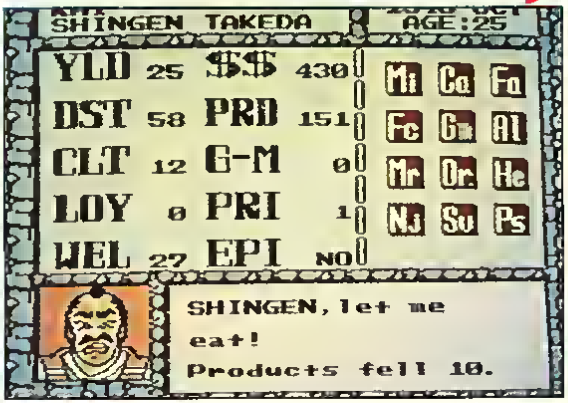


envelope him from two sides, ambush him with cavalry, even fight delaying actions against a superior foe so that he is weakened and demoralized by the time he gets to your castle. The battle screens are vibrant with action — cavalry horses gallop over the plains, clouds of arrows zing through the air, musket volleys crash, and the tide of battle can turn dramatically with little warning.

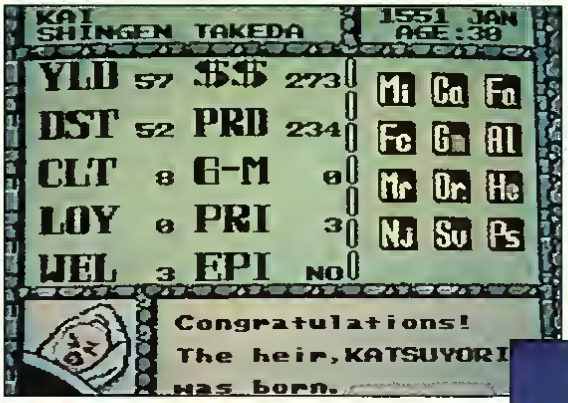
Shingen the Ruler is a mature, challenging, exciting, graphically beautiful example of how to do it right. It's without a doubt the finest military strategy game now available for Nintendo.



Some castles have blind spots at the corners where the enemy inside can't see or fire at you. Judicious use of these spots can increase your chances of victory in siege warfare.

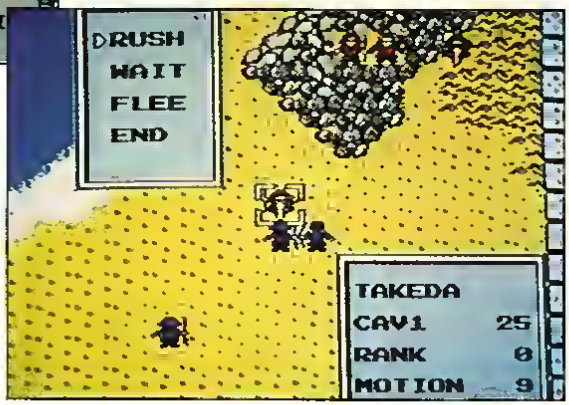


Your father, Nabutora, randomly (and always inconveniently) shows up either to help himself to some money or eat you out of house and home.



The birth of an heir is always good news. Now, even if you're defeated, you can be avenged.

A well-timed counterstroke with your cavalry often turns the tide of battle, even against superior forces.

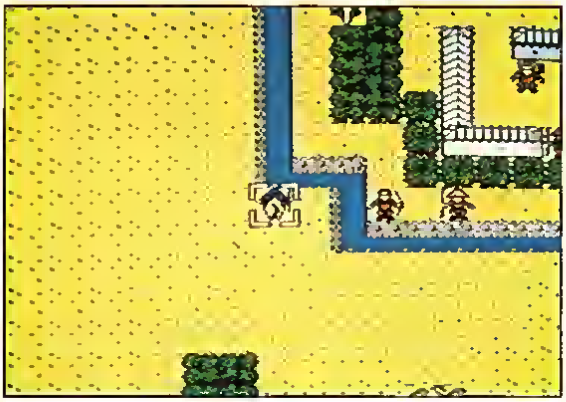


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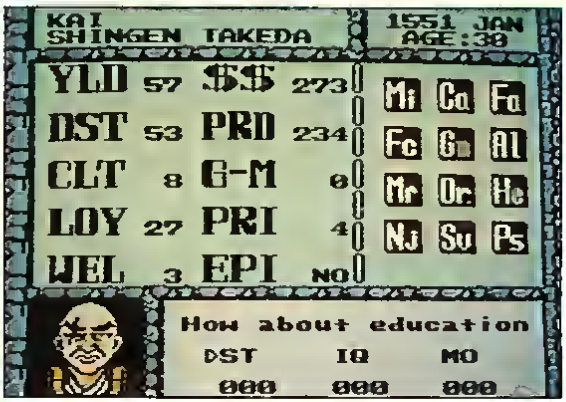
Of all the domestic commands you must keep in mind, loyalty is perhaps the most important. A low number means riots and pitifully few recruits for the army; a high number means contented, productive peasants and plentiful manpower. Once you have a solid infantry, gradually invest in upgrading its weapons until you reach an experience rank of about 12.

Hot-B

1255 Post Street; Suite 1005; San Francisco, CA 94109



Moats can't be crossed by any type of unit—but remember that your archers and riflemen can shoot across them!



If you want your dynasty to continue prospering, invest some time and money in training your heir to become a better ruler.

SOLAR JETMAN: THE HUNT FOR THE GOLDEN WARPSHIP

Gary Meredith

The fabled Golden Warpship was once the pride of the Galactic Fleet. With power and speed surpassing that of any other craft, the Warpship could easily keep the space lanes free of marauding pirates. To save their plundering lifestyle, the pirates hatched a bold plan to entrap the Warpship. Once captured, the craft was dismantled and its parts strewn across 12 worlds.

In *Solar Jetman: The Hunt for the Golden Warpship*, it's up to you to explore these deadly planets and uncover the various parts of the Golden Warpship. Of course, you can't just land on these worlds and pick up the pieces. You must equip your expedition by picking up the fuel and accessories on each planet that you'll need in order to proceed to the next world.

Since the planets all have their own special defenses such as vast armies, black holes, and booby traps, acquiring supplies is a hazardous proposition. The most numerous enemy, the Saucer Forcers, can be easily dispatched with a couple of shots, but their sheer numbers can make your battles run into overtime.

And just to make things a bit more exciting, you'll quickly discover that each planet is rather unique regarding its gravitational forces. These varying gravity zones make flying your probe ship a real handful because you can't count on the ship's controls to react the same way from one planet to another.

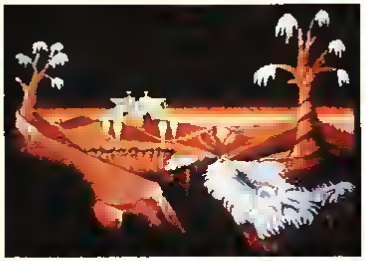
When you've accumulated enough supplies and equipment to keep going until the next planet, you're instructed to find the part of the

HINT

When hauling items and supplies back to the base ship, you should remember that using your tractor beam to tow items reduces your ship's speed and maneuverability and can put you at a considerable disadvantage if enemy forces jump you. If there's an enemy in the area, it may be wise to drop what you're carrying and come back for it later.



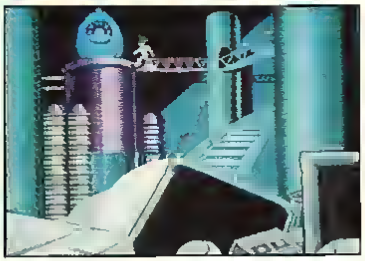
As you approach each planet, your on-board sensors relay to the computer what sort of conditions to expect. You also get a new password with each new planet.



Don't be fooled by the lush tropical scenery. All sorts of nasty surprises await just beneath the surface. The unsuspecting Solar Jetman is a dead Solar Jetman.



After landing and establishing a base of operations, it's time to set out in your probe ship. Exploring for supplies is always first priority.



Once you've found an item — such as this fuel canister — you must maneuver into the exact position to tow the item with your tractor beam.



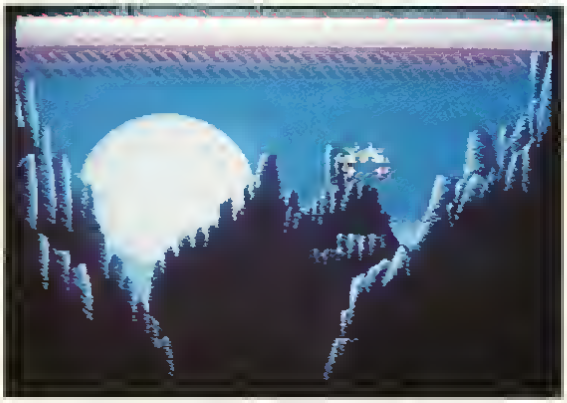
The larger ships take longer to destroy, but if you'll try to knock them off a piece at a time, you shouldn't have any problem.

With each new piece you acquire, the Golden Warpship takes on a more recognizable shape. Once all pieces are found, the ship can be reactivated



Warpship that's hidden on that particular planet. In your explorations, you should have come across the hiding place of the part — a warp zone you can't enter until you have the right supplies. Once in the warp, it's a fairly easy matter to grab the part, although in some of the later planets you may have to fight your way back to the warp zone entrance.

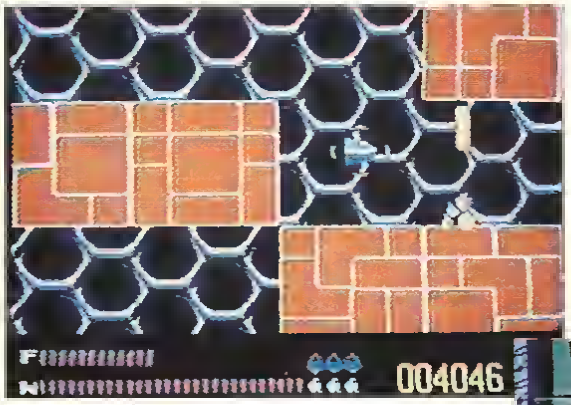
Although the first few planets are laid out in a relatively simple way, the later ones can have complex designs. This is where the mapping feature comes in handy. If it didn't go on-line when you find a navigator module, it would be nearly impossible to negotiate your way through many



It's too bad that there's no time for a moonlight stroll. Be on your guard — the large moon may make for some deadly gravitational deviations.



When attacking ground emplacements, it's best to approach from the side. If you have a force field, you can use it offensively.



After acquiring each piece of the Warpship, you have the opportunity to earn more bonus points by grabbing as many power gems as you can in ten seconds.

Another way to accumulate points for buying extra equipment is to uncover alien artifacts. These exotic items provide enough cash for a couple of homing missiles.



of the mazelike passages of some worlds.

The automatic mapping also saves you time by helping you avoid going over the same territory twice. And if your probe ship is destroyed and you're stranded with only your space suit, the map can show you the quickest way to a base or backup ship.

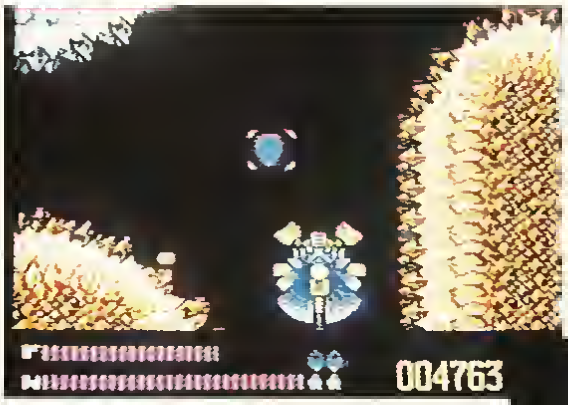
Solar Jetman: The Hunt for the Golden Warpship, as a direct descendent of the old game *Asteroids*, is basically an arcade game, but it's extremely well done. While the main game screens are only average (and



Interstellar Marketing shops have a wide array of items — for a price. Patriotism's fine in the fight against the pirates, but you've got to make a living, too.



The gravity variances may not be too bad on this planet, but the terrain could result in some confusing passageways below the surface.



If you don't think you've got adequate firepower for the big boys, you can either avoid them completely or try to lure them into the fire of their own defenses.

It's practically a sure bet that this place won't be on anyone's list of the top ten vacation spots. As you progress, the planets become a lot more hostile.



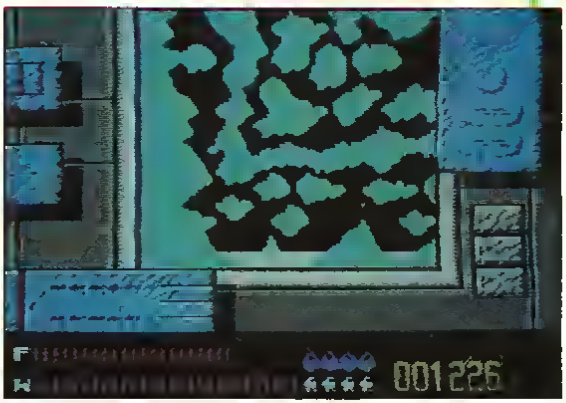
sometimes confusing), the ancillary graphics — especially the planetfall screens — are as good as Nintendo gets. Some of the planetary scenes are actually breathtaking and really add to the feel of the game.

Travel through the warp zones is also stunning. The various gravity fields are a nice touch as well, making ship control a much greater challenge.

Altogether, this is a game that should have great appeal for anyone who enjoys a good shooter but is looking for just a bit more.



An item you should acquire as soon as possible is a navigator module. Without one, you must map your progress by hand.



With the navigator module, you have a map of the entire planet. On the later planets, the mapping feature is absolutely essential.



This looks like a good place to take a couple of days off and go fishing. Unfortunately, the aliens already have their hooks out, ready to snag you.

The Double-Barrelled Piston Pumpers are especially deadly because they fire in more than one direction. Your best tactic is a low-level attack



HINT

Once you've acquired a wide variety of weapons, you should experiment with each type. The aliens vary in their resistance to different weapons, so what works on a Saucer Forcer may have little or no effect on a Crystal Snapper. The latter stages of the game present you with enemies that may be completely invulnerable to your standard blaster.

TradeWest

P.O. Box 1796; 2400 South Highway 75, Corsicana, TX 75110



The warp zones provide your only access to the areas where the pirates have hidden sections of the Golden Warpship.



Once the Golden Warpship is up and running, you still must take on the pirates and drive them from the galaxy once and for all.

TOMBS & TREASURE

Gary Meredith

The dense jungles of Mexico are treacherous, even for an experienced archaeologist. While searching for the legendary Sun Key in the ancient Mayan tombs of Chichen Itza, Professor Imes mysteriously disappeared. Only his tattered, incomplete notes were left to tell of his journey. The notes have fallen into your hands, and now it's up to you and two friends — the professor's secretary and his native guide — to unravel the mystery.

Jose, the guide, isn't much help, and neither is the secretary — although she does give you a few items that you'll eventually need in your quest. So it's important to read the professor's notes carefully. They not only indicate the places you need to visit, but also tell of some of the dangers you'll encounter.

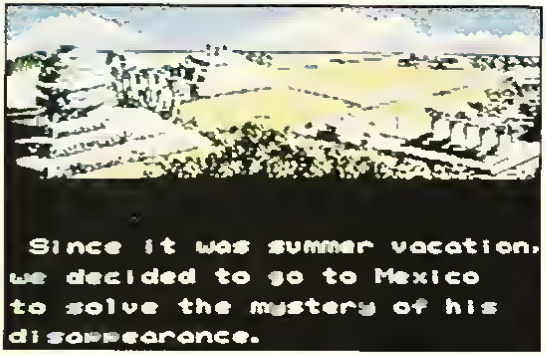
Most of the tombs and other ruins have guardian monsters to prevent their desecration. You're armed with a sword you found in the professor's lab, but you soon discover that without certain jewels for its hilt, the sword isn't much of a weapon.

You can find the jewels in the various ruins, but there's a certain order you must follow to find the jewels and the other items you need. You won't, for example, be able to defeat Hornskull without the blue jewel for the sword hilt. But you can't secure the blue jewel without having the red jewel, and you can only get the red jewel if you have the Jewel of Ixmol.

Actually, you need the Jewel of Ixmol to get anywhere, so take Jose's advice and make the ancient nunnery your first stop. After taking the jewel, travel to the High Priest's Tomb, where there's a valuable mask behind a tile on the wall. Neither you nor the secretary will be able to get the mask, but Jose will.

HINT

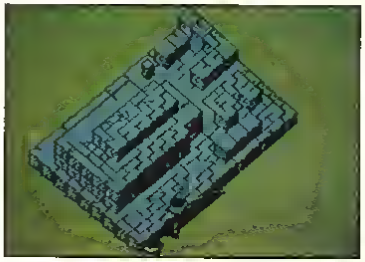
If there's one rule in *Tombs & Treasure*, it's to take everything that's not nailed down. Even objects that seem to have no conceivable purpose may come in handy. However, you'll discover that some items, such as the green jewel or the gear prowl, shouldn't be taken when you first find them.



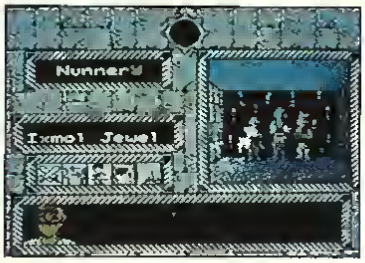
Your plans for a relaxing vacation on a Mexican beach soon changed when Professor Imes' secretary told you the archaeologist had disappeared.



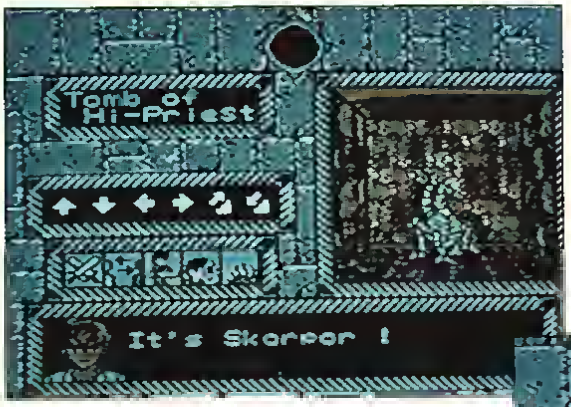
This curious sword was found at the professor's archaeological site. The hole in its hilt suggests that it is incomplete — at least for now.



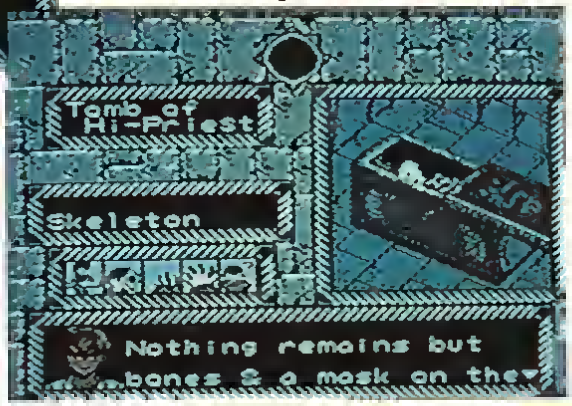
Despite the Mexican heat, your intrepid trio sets out, armed only with the sword and the few facts from Professor Imes' notebook.



Jose suggests that you should visit the nunnery first, but even he probably never suspected that the mythical Jewel of Ixmol was located there.



Skorper is entrusted with the security of the High Priest's Tomb, but if you were able to locate the Jewel of Ixmol, you should have no trouble defeating him.

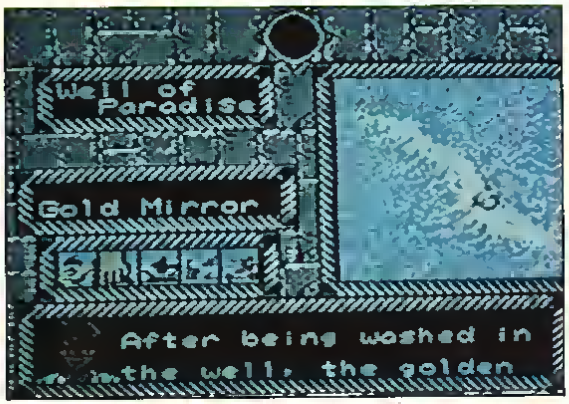


Only the crumbling bones of the High Priest remain in his final resting place. Don't be too reverent with them, though, or you'll miss an important keyhole.

tary is strong enough to move the wall, but Jose has the necessary power

As with most of the other ruins, you must travel to the High Priest's Tomb more than once, but after Skorper (the guardian) is killed on your first visit, you can re-enter the tomb without a fight. Putting the professor's notes together with what you learn from the various ruins should give you a logical trail to follow.

Once you've made your way through all the ruins and have ac-



The cleansing waters of the Well of Paradise are known for their magical properties — but right now just do a little washing.

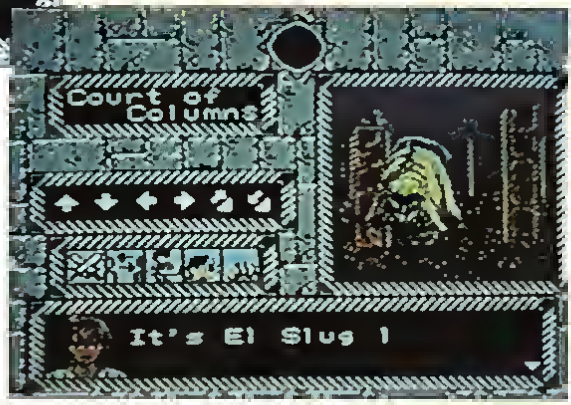


You need the red jewel you found at El Castillo to defeat the Snake Master in El Caracol. In the room beyond this monster, you must use the pipes and the silver globe.

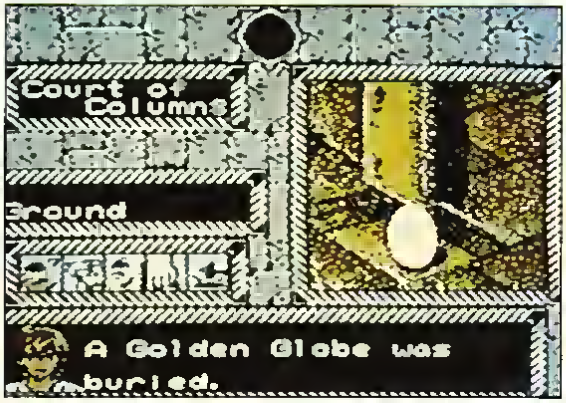


The hidden room in El Caracol seems unimportant, but placing the silver globe on that decrepit stand will show you just how important this room really is.

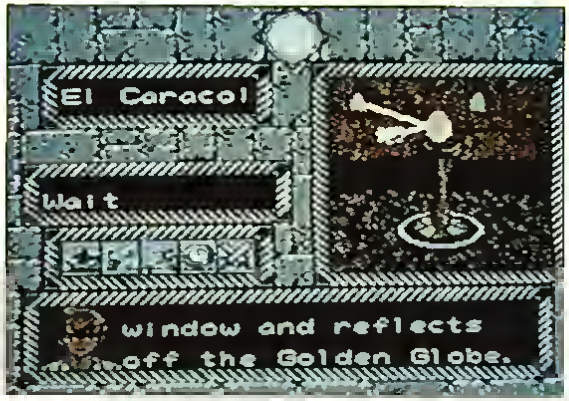
El Slug is also susceptible to the power of the sword and the red jewel. After dispatching him, look around the column ruins for a spot that might be easily smashed.



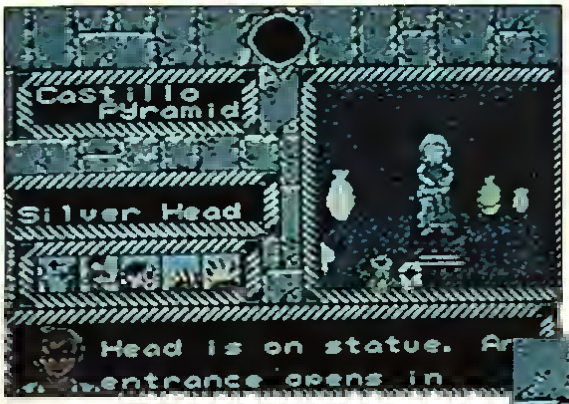
quired all the items you need, you still must face a final enemy — the horrible Tentacula, King of the Underworld. Unfortunately, once you get too close to him, Tentacula's minions kidnap your girlfriend, so now there's more at stake than just discovering the fate of Professor Imes. You must figure out some way not only to kill Tentacula and gain the Sun Key, but also to awaken your love from her deathlike trance. If you succeed, you'll experience a final sequence worthy of the grandest fantasy epic.



If you took note of which column was lit when you were in the El Caracol globe room, you should have no trouble uncovering yet another globe here.

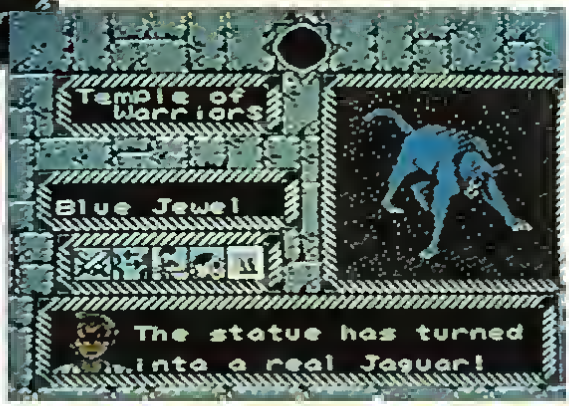


Back in the ruins of El Caracol, you must place the golden globe on the stand and then wait patiently for the sun to point the way to the next item you must acquire.



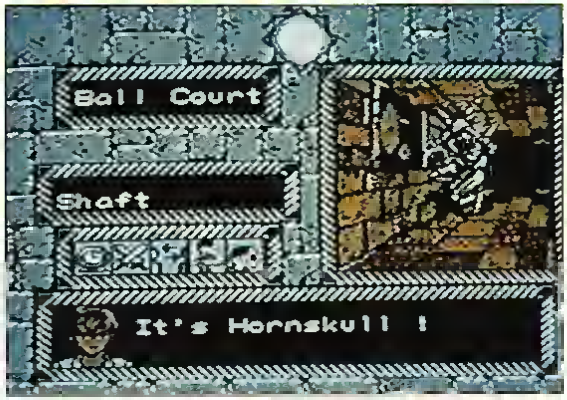
After discovering the silver head, return to the El Castillo pyramid and place the head on the statue you found on your earlier visit.

You need to reach the room beyond this former statue. If you've still got the rod, you might use it in the next room ... along with something else

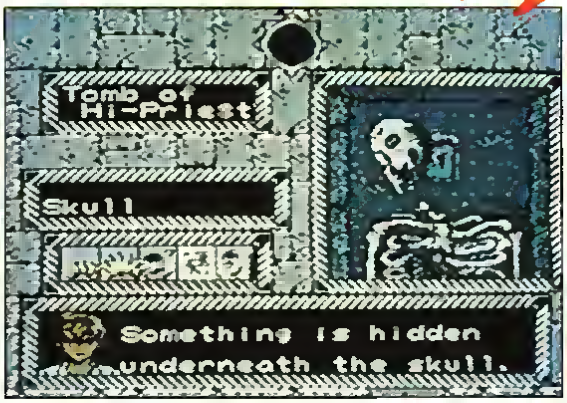


Tombs & Treasure is, first and foremost, a lot of fun. There are plenty of puzzles to solve, but you must also learn where and when to use the individual abilities of your party. The graphics are quite good, with humorous (though deadly) monsters and impressive ruins. Passwords allow you to continue the game, and you can choose the names for your heroes. The game interface allows saving — through the use of passwords — and lets you use your own name, and the name of a friend, for the heroes. For its first outing in Nintendoland, Infocom has come up with a real winner.

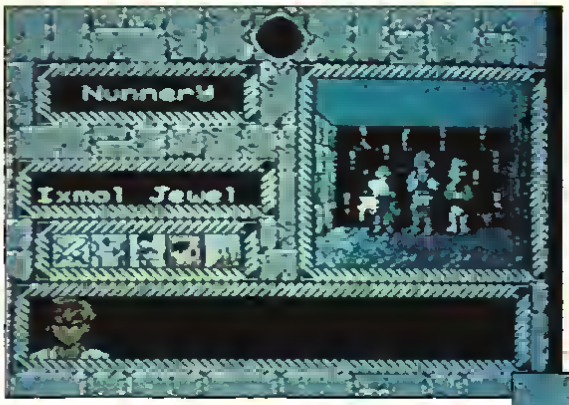
GP



Hornskull is impossible to defeat unless you were able to find the blue jewel. When you've beaten him, remember to take the pawl mechanism on the wall.



Remember the bones of the former High Priest? You didn't have anything to fit that keyhole before, but the late, lamented jaguar has provided something by now.



Although you can't avoid going near the Well of Sacrifice, be forewarned that you will lose one of your party here. Your girlfriend can be found only by completing your quest.

To gain access to the temple, you must use the silver key — but only at midnight. If you can't figure out how to get this far, you might want to "shrink" from the challenge.



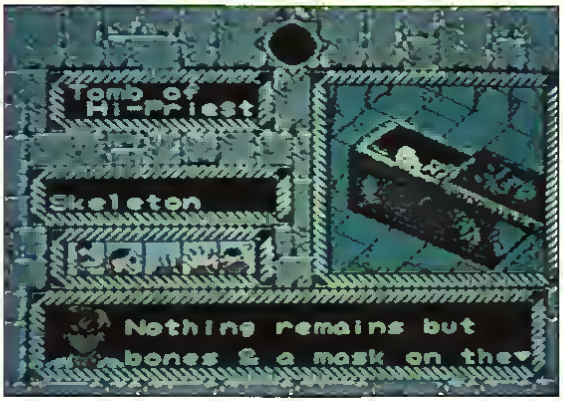
HINT

The globes that you place on the stand in El Castrol won't work by themselves. Your girlfriend must provide some musical accompaniment. If you find that she's puffing away with no success, you might want to try a little first aid on the pan pipes.

Infocom
(a division of Mediogenic)
3885 Bohannon Drive;
Menlo Park, CA 94025



It takes the jeweled sword, the Akbar Jewel, and the magic ring to defeat Tentacula. Waking your girlfriend from her trance requires the Silver Censer and a pungent aroma.



By using the Sun Key, the two of you are transported to the time of the ancient Mayans, where Professor Imes has set up a lucrative High Priest concession.

ULTIMA: QUEST OF THE AVATAR

Gary Meredith

Was it mere coincidence that you happened to be lying against this particular tree, by this particular stream, on this particular day? As you doze, you have the sneaking suspicion that someone — or something — has been expecting you.

Then you pick up the glittering ankh, and a mysterious covered wagon appears. You aren't really surprised that the stranger inside the wagon has indeed been awaiting your arrival. He is Hawkwind, a fortuneteller, and one whose advice guides you further along this path of fate.

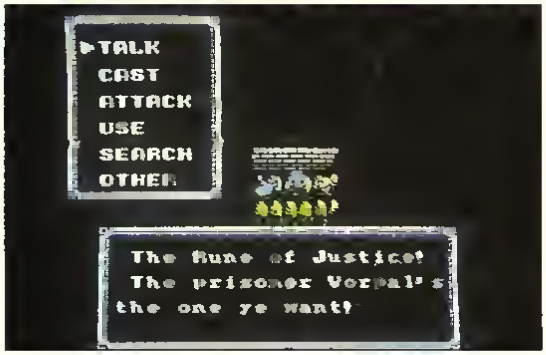
The path wends its way through the kingdom of Britannia, where Lord British's attempts to establish his country have been met, time and time again, with resistance. Although all is peaceful now, Lord British knows that it can't remain that way. He must recruit the best and the bravest to join the Order of Avatarhood.

These gifted few will form Britannia's first line of defense against all intruders. And that's where you come in. Once Hawkwind has tested you and divined what character traits you possess, you're off on a quest to acquire the eight virtues of Avatarhood: Valor, Compassion, Honesty, Honor, Sacrifice, Justice, Humility, and Spirituality. How you conduct yourself on your quest — and what secrets you're able to uncover — determines whether you're worthy to become an Avatar.

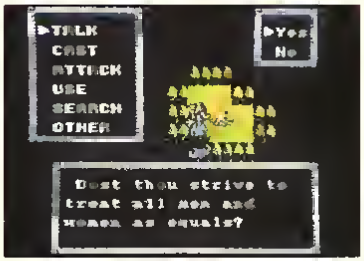
Depending on what Hawkwind's divinations uncover, you become one of eight characters who represent the eight provinces of Britannia. Each character has its own particular strengths and weaknesses at the start of the quest. Become familiar with

HINT

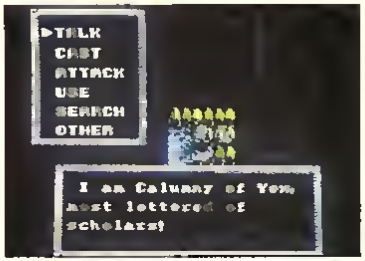
While you may gain in the short term, it really never pays to lie or cheat anyone in Britannia. For example, cheating the blind storekeeper in the herb shop may save you a few coins, but the damage to your Honesty rating may be more than you can afford.



Since he's the one who possesses the Rune of Justice, finding Vorpal is one of the keys to attaining Avatarhood. You may have to ask old Ramus about him more than once.



Jaana would be a valuable addition to your band of heroes, and she'll come with you if you manage to answer her questions correctly. This is, after all, an equal-opportunity quest.



Calumny of Yew, a renowned scholar, possesses a wealth of knowledge — much of it critical to your success. Keep asking questions until you've obtained all the information you can.

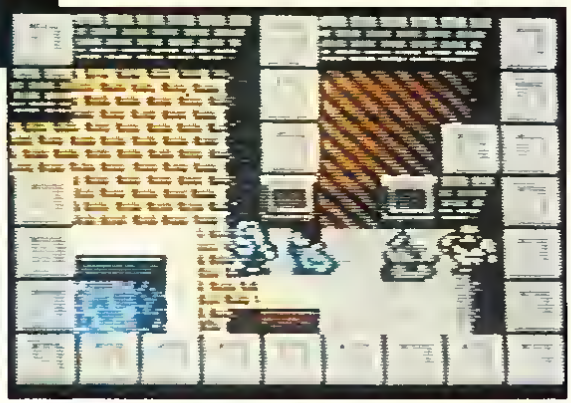


At first glance, Iolo the Bard may not seem to be the type of fellow questor you're looking for. But his initial skill level, intelligence, and hit points are high.



From time to time, a visit to Hawkwind wouldn't be a bad idea. He can tell you how you've progressed in your Virtues and what you can do to further your progress.

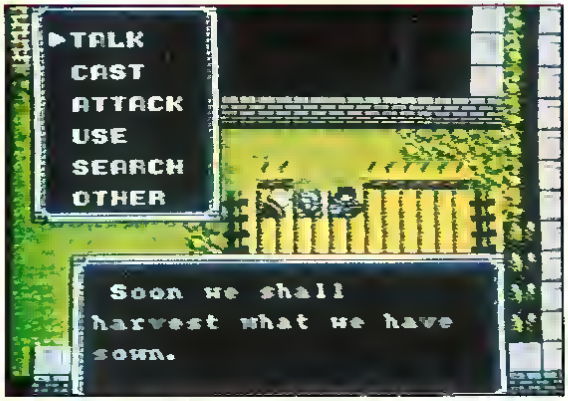
Zircon, the blacksmith, is a friendly sort, but he'd be a lot more helpful if you could somehow manage to provide him with the skin of a certain legendary reptile.



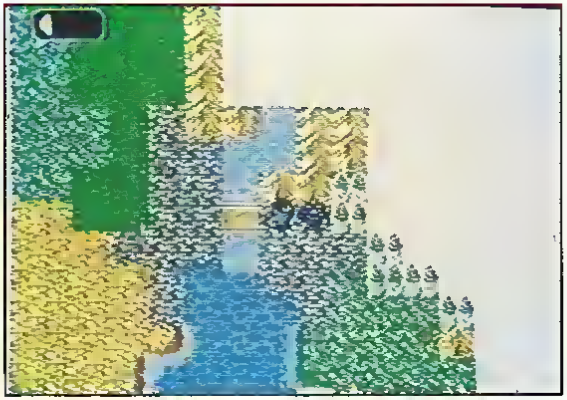
your character quickly so that you can try to improve areas of weakness and use your strengths.

As you journey through Britannia, you meet up with others who share the dream of Avatarhood. Knowledge of their attributes and liabilities is also essential to your success. It's important — especially early in the game — to know who can be counted on in a fight. Though Lord British has cleaned up most of Britannia, there are still a few places where evil reigns.

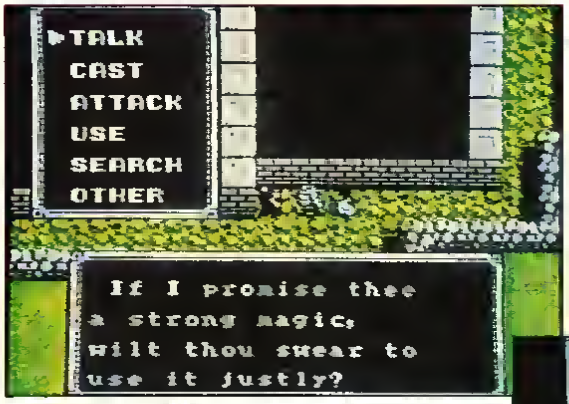
Leave no avenue unexplored in your quest. Try to obtain information from everyone you meet, even if you have to pay for it. You should search



The old farmer might reveal the location of one of the Runes of Virtue to you, but only if you ask him at a certain time.

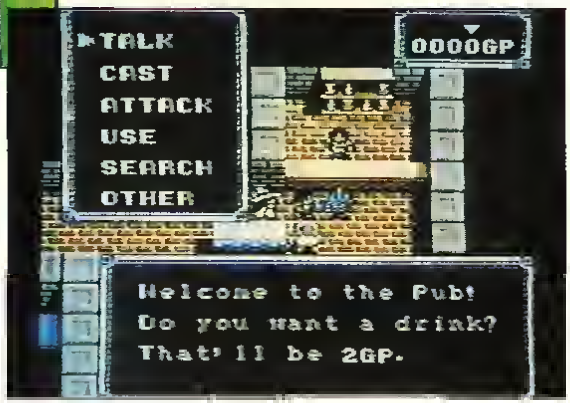


Judging by the blinding flashes, you must be near Britannia's moongate. Cross this bridge (and one other) to find the Shrine of Compassion.



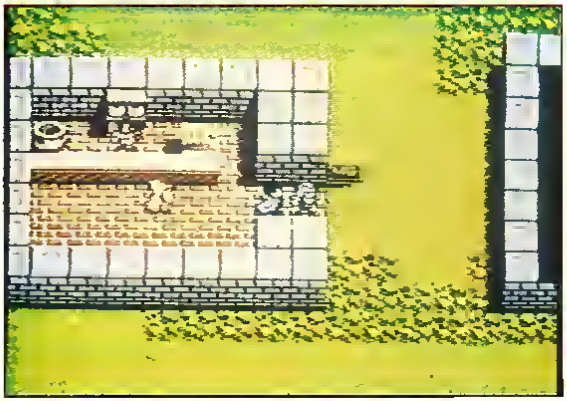
You should definitely locate this fellow since he can give you one of your most needed spells. He's hanging around somewhere near Vesper.

The pubs in each town are prime sources of information on a variety of topics. Just be prepared to pay the bartenders well—their advice doesn't come cheap.



every scene completely because there may be hidden objects that you need for your induction into the Avatarhood. The runes which correspond to each of the Eight Virtues are particularly valuable, as are the special spells which you must master after you've collected them.

There are shops where you can buy many of the things you need Always remember, too, that how you deal with each situation is recorded on the ledger of the Avatarhood. If you accomplish a goal by less-than-honorable means, you lose points.



If you've got anyone in your band who's particularly adept at incantations, stock up on as many spells as you can afford. Most towns have at least one spell shop.

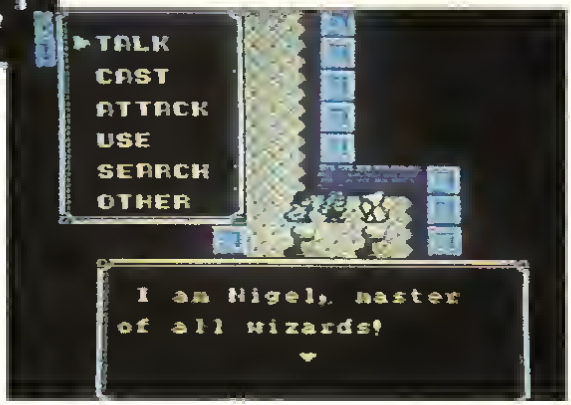


Vorpal has a sad story to relate, but what you really want to hear from him is the location of the Rune of Justice. Still, a little compassion won't hurt your Virtue rating.



There are many opportunities on the field of battle. Remember that any retreat places a heavy drain on whatever Valor and Honor experience points you've accumulated.

From what Nigel says, it seems that he's the wizard of wizards — a being worth listening to. You should be able to get the majority of the Life spell from him.

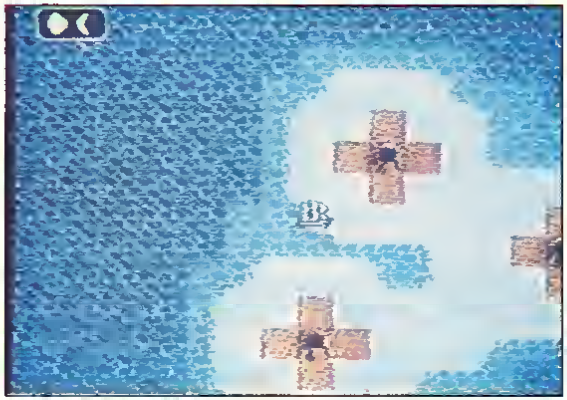


Ultima: Quest of the Avatar is a wonderfully dense game, full of the complexities and details one expects from the *Ultima* series. The sheer size of the game's manual may be daunting, especially to the novice gamer, but reading it is worth your time. While the graphics are only average, they're certainly adequate for the designers' purposes. The obvious thought behind *Ultima: Quest of the Avatar* has resulted in a game rich and involved enough to keep you entranced for many days to come.

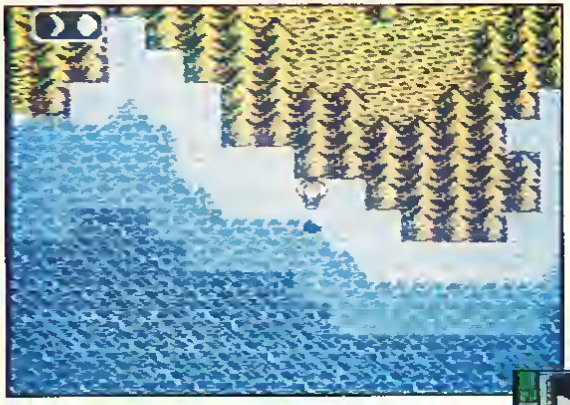
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Request an audience with the king at Castle Britannia. Although he can give you valuable information, talk with him only once —for now.

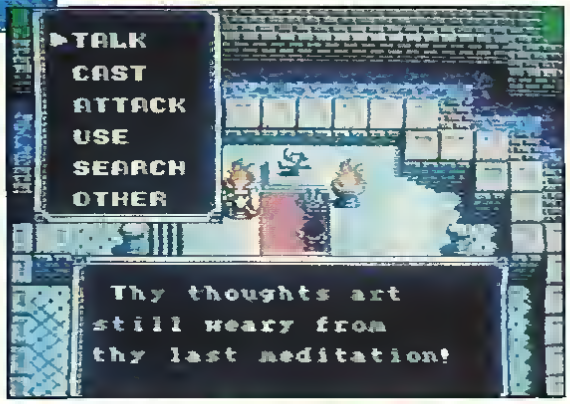


After commandeering a pirate ship, you should voyage to the shoals among these three volcanoes. Here, you'll find the powerful, but evil, Skull of Mondain.



The giant balloon can be found in Jhelom by venturing into one of the dungeons there. Once inside, step out again and the balloon will be waiting to take you on to your next destination.

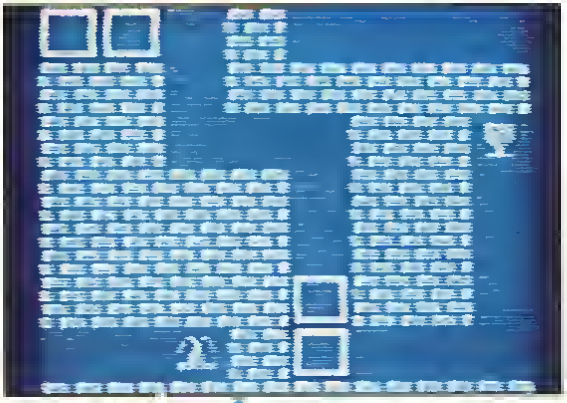
Whenever you're experiencing difficulty with the development of a Virtue, it's wise to visit a shrine and meditate. Your introspection provides you with the necessary help.



MINT

Many chambers and passages in the provinces of Britannia have hidden doors leading to essential items. Whenever you're searching a room, always look for any tiles or bricks that appear slightly different from the rest. This usually indicates the trigger mechanism for a hidden passage or room.

FCI
150 East 52nd Street; 34th Floor;
New York, NY 10022



After entering the Abyss through the volcano on Verity Island, you should consult your gem map often. It shows the shortest route to your destination.



The rooms of the Abyss severely test your knowledge of the Virtues. Did you remember to bring the three great icons of Virtue with you?

WEREWOLF: THE LAST WARRIOR

Lisa M. Bouchey

For hundreds of years, people have huddled around campfires and whispered tales of werewolves — human beings transformed into evil creatures by the light of a full moon, creatures that thirst for human blood and who can be destroyed only by a silver bullet piercing their hearts.

But there's no need to load up with silver bullets for Data East's *Werewolf*. The beast in this game isn't *after* the bad guys — he's fighting them.

Doctor Faryan and his army of death slaves have taken control of the planet and imprisoned nearly the entire population. No weapon has proved effective against the evil doctor and his bio-monsters. The only creature who can save the Earth is Damen Blake — the sole survivor of an ancient race of werewolves.

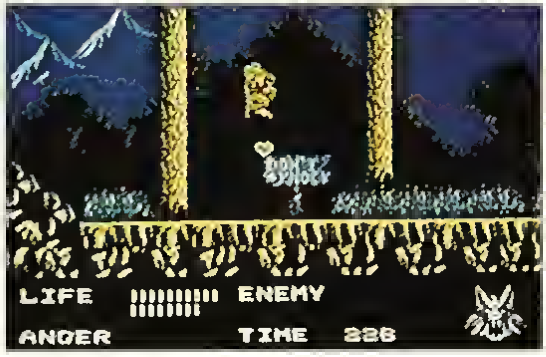
You control Blake, an ex-Navy pilot, in his fight against evil. Blake once saved his own life by giving himself a transfusion of blood from a werewolf. In the process, he received the power to change from man to beast and back again.

Throughout Faryan's New World, the Great Spirit — the War Wolf — still lives. This spirit guides you through a maze of sewers, dark forests, and underground forts, leaving icons containing his great powers whenever you destroy one of Faryan's death slaves. (You can also find them hidden throughout the game.)

A red "W" transforms you from human to werewolf, but watch out — Faryan tries to trick you with a *blue* "W" which turns you from werewolf back to human form. If you're already human, a blue W drains your life points.

HINT

Collect as many power bubbles as you can to build up anger points. The only way to beat some of the bosses is in the superwolf mode; try to have five white power bubbles with you at all times so you're ready to transform whenever you need to.



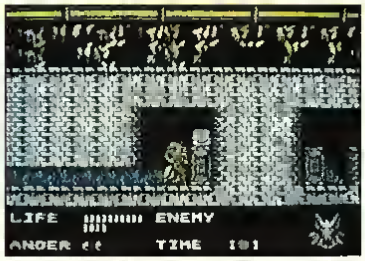
Small hearts, the healing source of the Great Spirit, restore one of your life points.



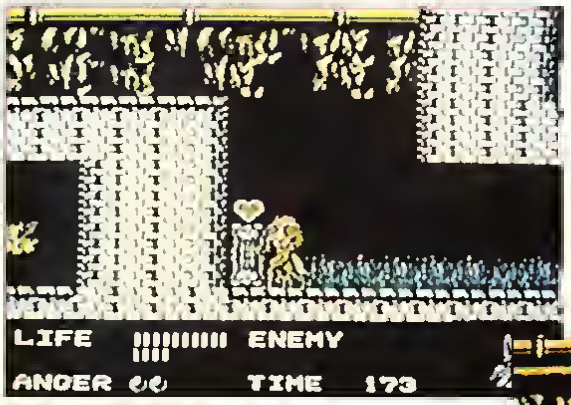
Pick up a red "W" while you're in the human stage and you're transformed into a werewolf.



Collect bubbles to build anger points. If you collect five bubbles while you're in the werewolf mode, you're changed into a super werewolf.

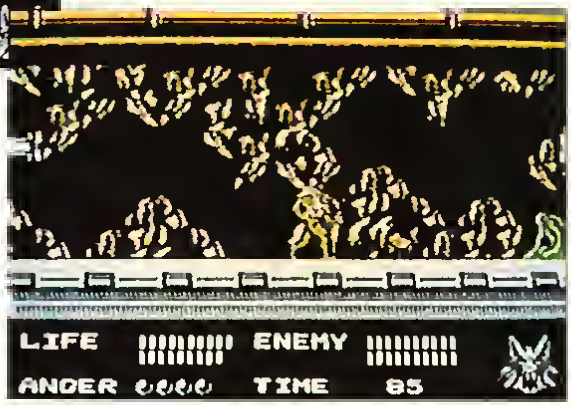


It's a good idea to bash everything you find. Powers are hidden everywhere, and you don't want to miss special powers, like this extra life.



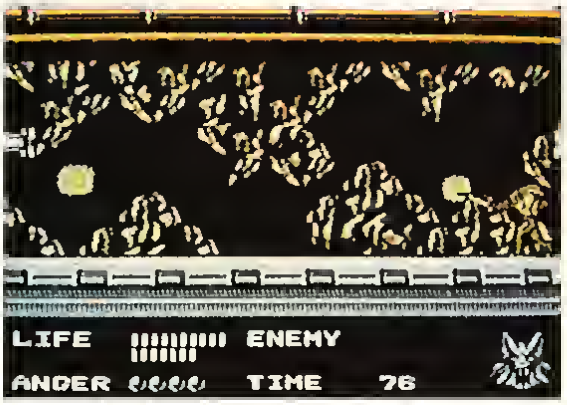
Large hearts contain the giant healing source of the Great Spirit. Grab one and all your life points are restored.

Watch your step around this slimy bio-monster. Just when you think you've beaten him to a pulp ..



Small white power bubbles build your anger points. If you collect five while you're in werewolf mode, you become a *super* werewolf and all your powers are at their peak. As long as your anger lasts, you're far more deadly than any of Faryan's monsters.

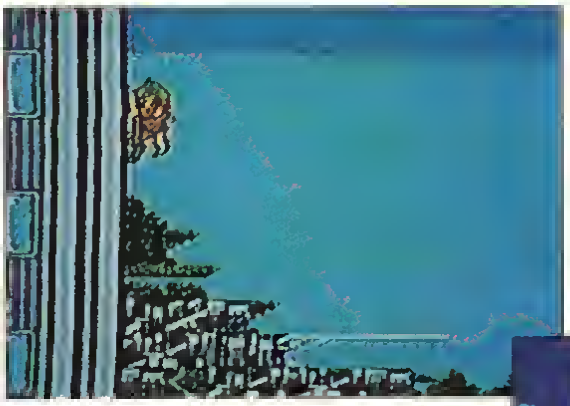
Other Spirit powers include a healing source that restores one life point, a giant healing source that restores all life points, a red power bubble that eliminates all enemies



... he's revived into two bouncing balls of slime. You must destroy the balls to advance to the next level.



As a werewolf, you can combine your speed and strength to do back-flips. Properly used, this move can help you escape from some tight spots



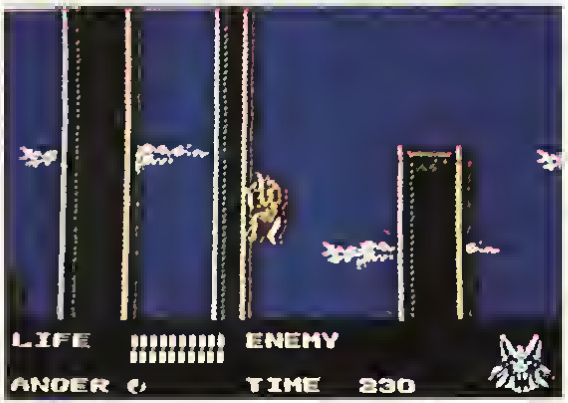
Your lance-blade arms, very effective as weapons, also come in handy for climbing walls — like this skyscraper in Mad City.

Your ability to walk on ceilings allows you to cling to the beams over your head and get to hard-to-reach spots on the screen.



on the screen, and a giant red power bubble that makes you invincible for a brief time.

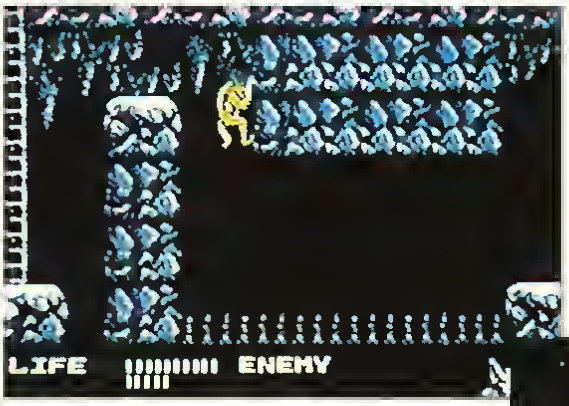
As a werewolf, you have four powerful weapons at your disposal. You can crawl into low tunnels and use your speed and strength to do back-flips that send you flying over certain kinds of trouble. You can also climb walls, hang from ceilings, and walk (hand-over-hand) across ravines and dangerous pits.



To climb, jump onto the wall and press the directional pad on your controller — up to scale a wall and down to descend.

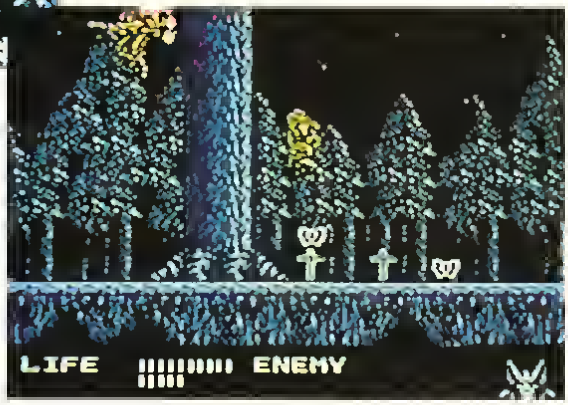


Iron Head is the biggest foe you face in stage 2. Once you beat him, you're off for the Stalactite Cave — and a showdown with Fireman.



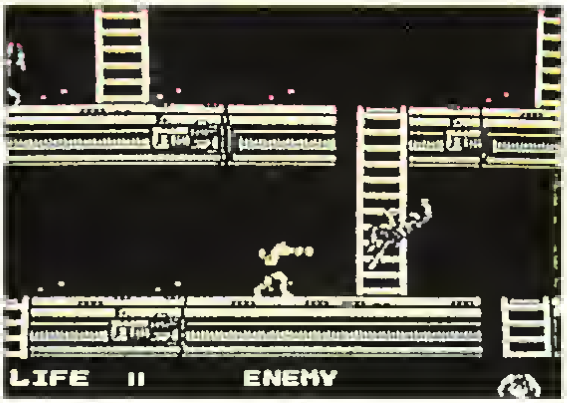
Use your ceiling-walking ability to avoid these stalagmites. Walking over them uses valuable life points.

Faryan sometimes tries to trick you with a blue "W." Don't fall for this trick — the icon transforms you from superwolf or werewolf back to human. If you're already human, it depletes your life points.

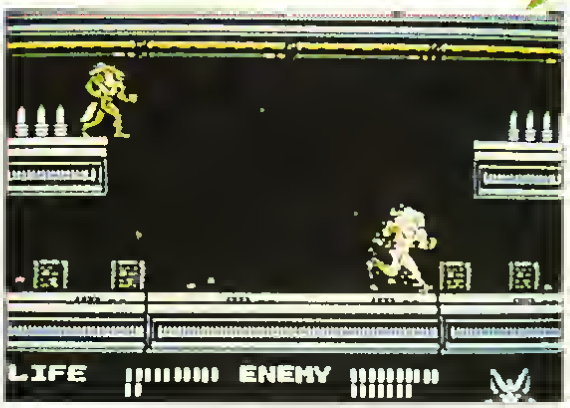


Some of Faryan's goons are packing iron. If you destroy them, the guns they leave behind are yours. But you get only one bullet, and you can't use the gun if you're a werewolf or superwolf (paws can't pull triggers). The weapon is helpful in the human mode, but Blake has much more success against the evil monsters when he's fighting as a beast.

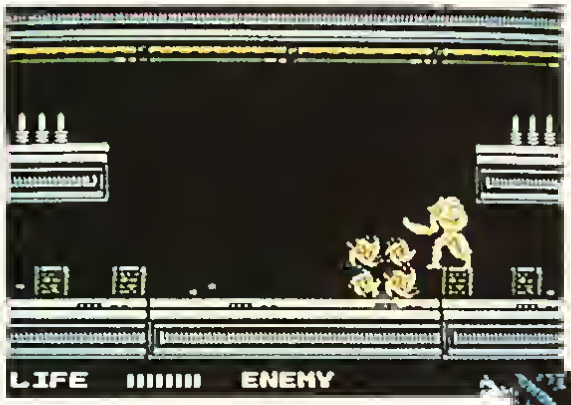
Some advice that doesn't come from the Great Spirit. Hack everything you see, from tree stumps to garbage cans. You never know where the sign of the werewolf might appear!



Kill the villains and you can pick up the guns they leave behind. You can only use the gun as a human, though, because you need fingers to pull the trigger.

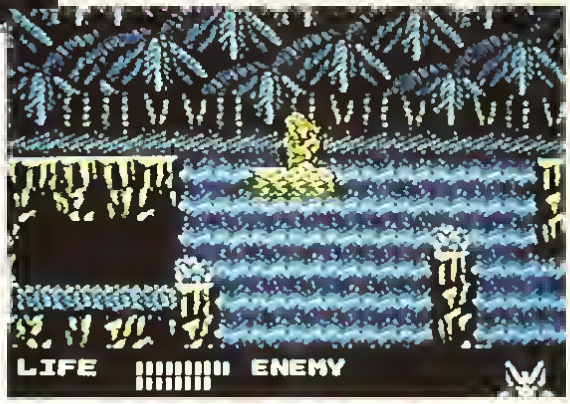


You need to call on the Great Spirit's powers to defeat Fireman. A special treasure is hidden in one of these crates



This is the only vantage point from which you can destroy Fireman. If you stand on the other side of the screen, you'll be dead in the blink of an eye.

Use the floating logs to your advantage when you're crossing the waterfalls. You may need to use back-flips to get all the way across.

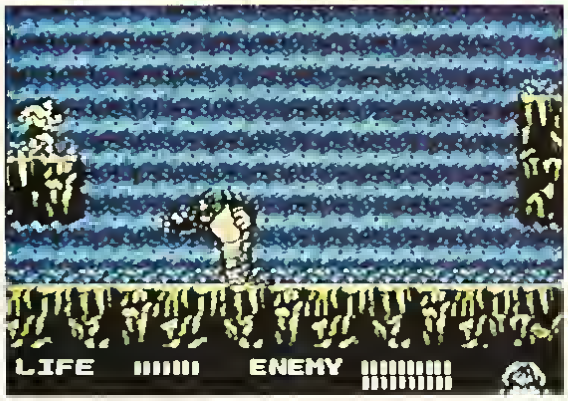


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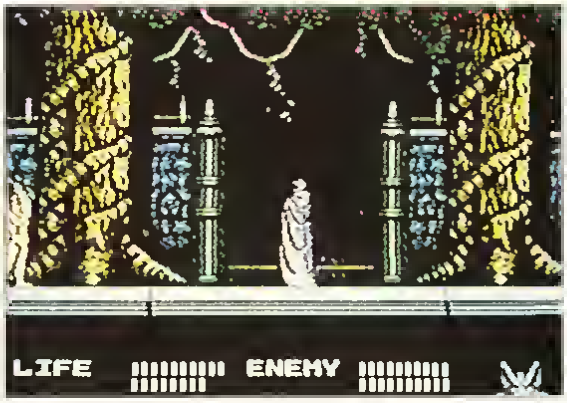
When the Fireman boss flies onto the screen, move onto the crate on the right side of the screen. From this vantage point, his strength dissipates every time you hit him — whether you're human, wolf, or superwolf. If you position yourself on the left of the screen, he keeps hitting you until you run out of life points.

Data East

1850 Little Orchard Street,
San Jose, CA 95125



This giant snail moves quicker than the common garden variety. He won't curl up and roll away when you attack, but like all snails, he's got a soft spot



You need all the powers the Great Spirit has given you if you're to stand a chance against this final boss Beat him, and Faryan's plans for a New World will be destroyed.

WIZARDRY: PROVING GROUNDS OF THE MAD OVERLORD

William R. Trotter

More computer games are making the transition to Nintendo than ever. Since the *Wizardry* games were among the more popular in the fantasy role-playing genre, it's no real surprise to see *Proving Grounds of the Mad Overlord* on the NES screen. Equal in challenge, size, and complexity to the computer *Overlord*, this is the kind of role-playing game (RPG) that separates the casual gamer from the dedicated quester.

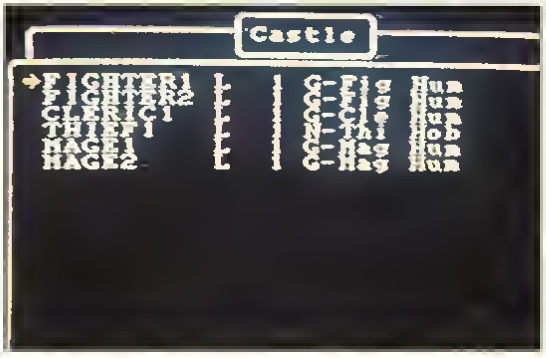
Starting in the castle of Lord Trebor the Mad, you recruit a party of six adventurers (three warriors, two magicians, and a thief makes for the optimum distribution of skills and strength, but you can try other mixes ... if you dare). Your characters should also be balanced in temperament — neutral characters usually get along with everyone, but good and evil characters won't work together at all.

Your goal is to penetrate a vast underground maze constructed by the great wizard Werdna. Deep in the heart of this labyrinth is a powerful amulet stolen from Trebor. Many have tried to recover the amulet, but all have failed. Small wonder, since there are about 100 different kinds of monsters and human enemies lurking in the darkness of the maze. There are also hidden pits, rotating floors, transportation corridors that suddenly deposit your party at the wrong end of a passageway, and teleporters that whirl you to strange and disorienting locations.

The maze is, in fact, the great-granddaddy of all RPG dungeons — ten levels, each 400-screens square and

HINT

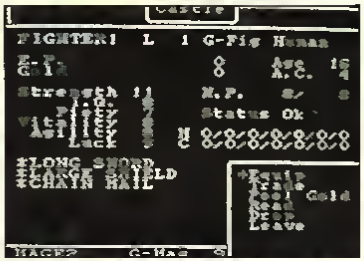
You'll find the Shield of Support on Level 8 of the maze — but this level is one of the most challenging, with 13 teleport vortexes. You don't stand a prayer unless you've mastered the spell of MALOR, which requires an experience level of 13. If necessary, you can skip Level 8 and hop down to 10, raise your experience level, then return to try your luck on 8.



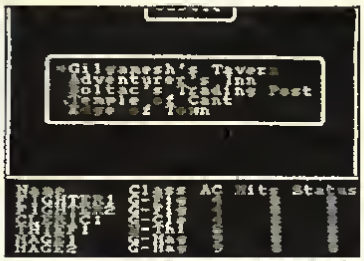
If you don't want to bother with creating your own characters, the game comes with a preassembled, well-balanced set of six adventurers.



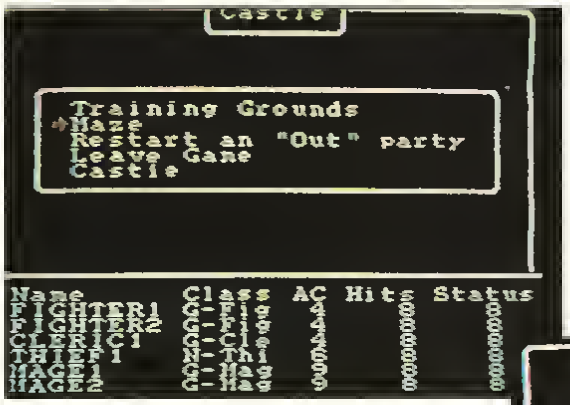
You can add or drop characters, pool or divide gold, learn new spells, and inspect people and things inside Gilgamesh's Tavern.



Here are the stats for one of your characters. Use this screen to equip, pool gold, trade items, or get rid of unwanted baggage.



Each of the locations you can visit in *Overlord* has a specific function. The maze itself begins on the edge of town.



From the edge of town, you go to the Training Grounds to recruit characters, enter the maze, leave the game, or restart a game in progress.

The Camp screen lets you reorder the party's formation, inspect items or people, or equip your characters with weapons and gear. If you don't use the Equip command, your party will enter their next battle armed with nothing but their fists.



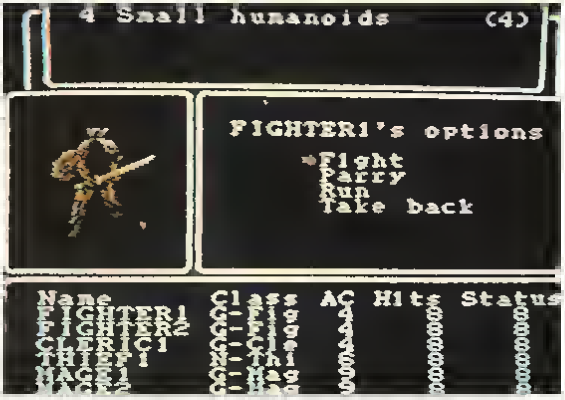
fiendishly seeded with no-way-out situations. And since there is no automatic mapping feature, you need to pull out your graph paper You must map — and map accurately — or you simply won't survive for very long. There *is*, fortunately, a save-game option.

It's just as fortunate that you can return to the castle whenever you need to catch up on your rest or be healed, resurrected, or freed from curses or evil spells. You can also visit Boltac's Trading Post and shop for the latest in arms and armor.

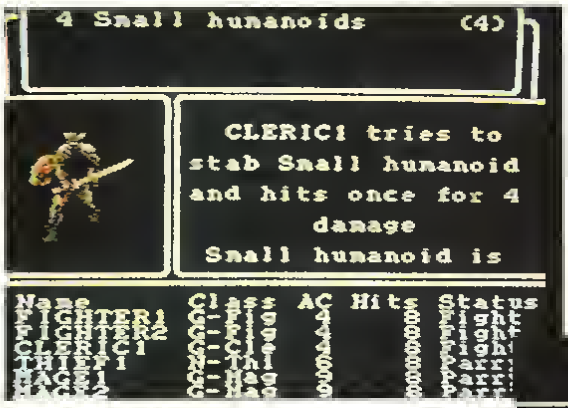
Each time you defeat an enemy in the maze you earn experience points. Gradually, the members of



When the Encounter sign appears, a battle is imminent. The game allows you to take as long as you need to plan your strategy before you actually begin combat.

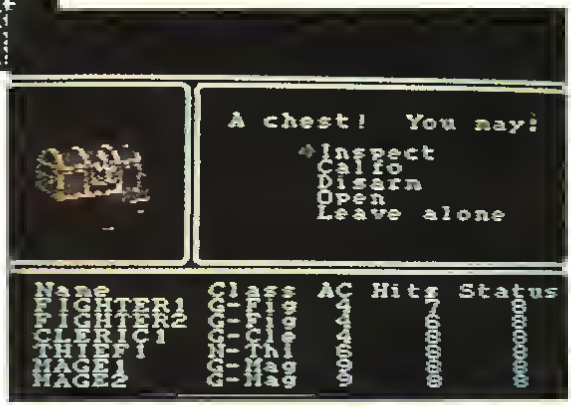


Combat takes place on this screen. Each party member has options suitable to his class and abilities If one character elects to run, however, the whole party must flee.



Each battle is given a blow-by-blow description on the screen.

After some victories, you'll find a treasure chest that may contain gold, weapons, or other valuables. The deeper into the maze you go, the richer the contents become.



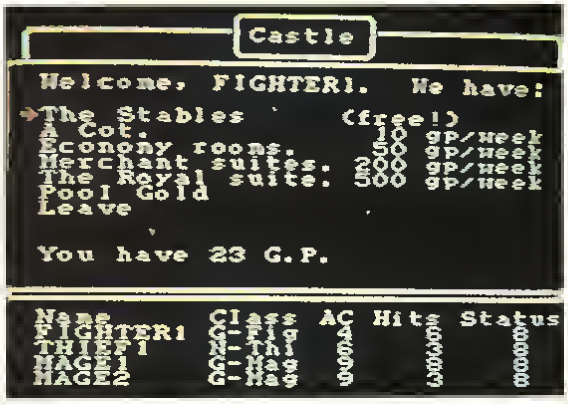
your party can acquire awesome powers and abilities, but it will take many hours of play before you can hope to penetrate to Werdna's ultimate stronghold — much less survive to tell about it.

If you've read this far, you've probably already decided if *Wizardry* is the game for you. Players with a low frustration level should look elsewhere for their Nintendo entertainment. But for those many game players who love this kind of hard-core RPG, *Wizardry* may represent the very pinnacle of challenge.

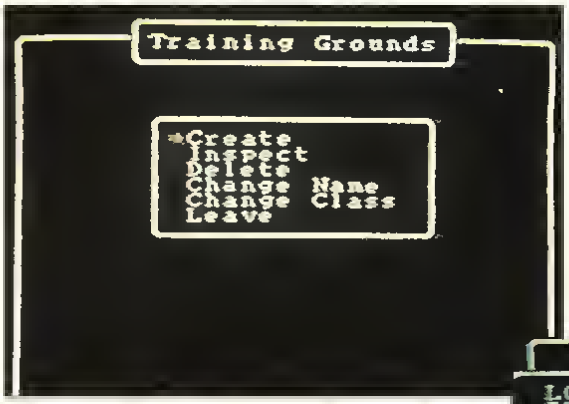
Nexoft has done a good job of translating the Sir-Tech computer game to the Nintendo format. These



Never open a chest, however, without inspecting it for traps. Usually, your thief is the best party member to inspect and disarm any snares.

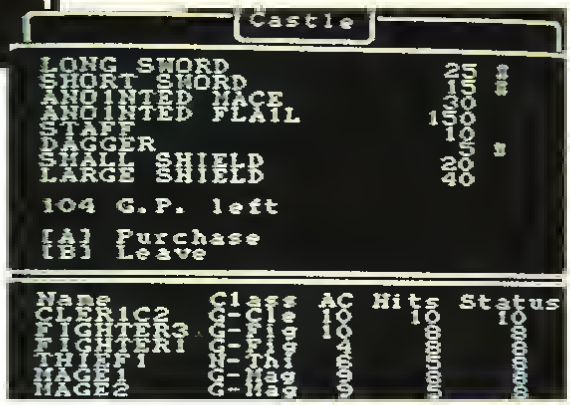


You can stay at the stables for free, but you won't recover any hit points there. The fancier the accommodations, the more benefit you receive.



If a party member dies and cannot be resurrected, you can create a new character. While you're at the Training Grounds, the existing party goes back to Gilgamesh's to wait for you

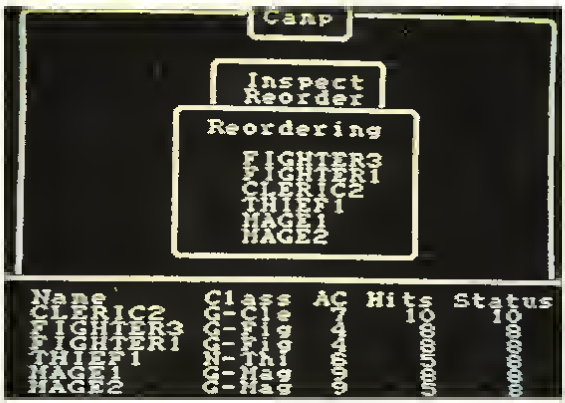
Boltac's Trading Post has all the latest styles in arms and armor — if you can afford them. The # sign means that an item cannot be used by certain characters.



were always text-and-data games with few graphics, so there's not much that can be said about the NES graphics, one way or the other. The 56-page manual is clear, well-organized, and nicely illustrated (and the handbook, which is sold separately, is a bargain, if only because it contains maps of the ten floors of the maze).

And don't think that once you've conquered the maze, your challenge has ended. Never fear — Nexoft plans to issue more *Wizardry* games in the near future.

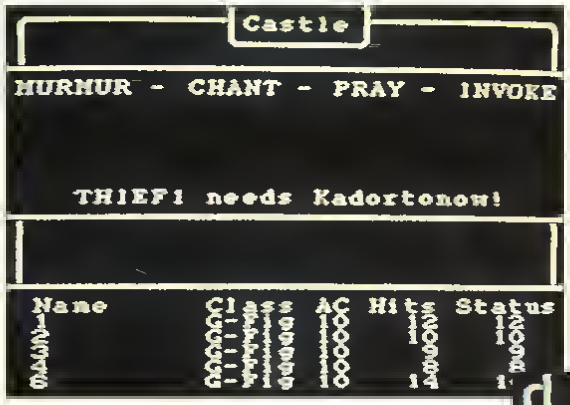
GP



Before venturing into the maze, arrange your party so that the best fighters are in the three front positions.

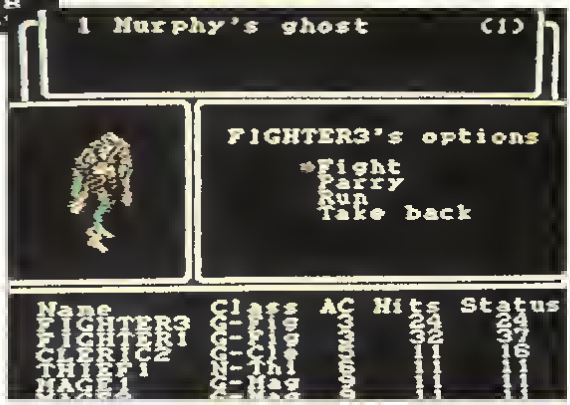


Always search a room when the game gives you that option



At the Temple of Cant, dead characters can be revived — for a price. The higher the character's level, the more it costs, so no gold, no luck.

Don't use Dispel magic on Murphy's Ghost or you'll forgo a chance to earn lots of experience points. If your party has a level of 3 or more, you can dash back and forth into his first floor room and slay him repeatedly



HINT

Here's a way to make your characters rich before you even start the game. First, make up some characters you don't want to keep. Send them to Gilgamesh's Tavern to form a party, then pool all their gold and give it to one character. Erase the rest, then have the fake character give all his gold to a *permanent* character. You can do this over and over again.

Nexoft
11105 Dana Circle; Cypress, CA 90630



You can hop from less dangerous floors to more dangerous ones using the elevators. Grab any important spells or objects, then beat a hasty retreat.



Wizardry is a tough game — if *all* your characters are killed in the maze, the game is over and you must create a new party before venturing into it again

Abadox — The Deadly Inner War

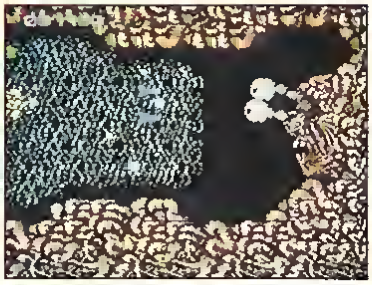
Lisa F. Sahlie



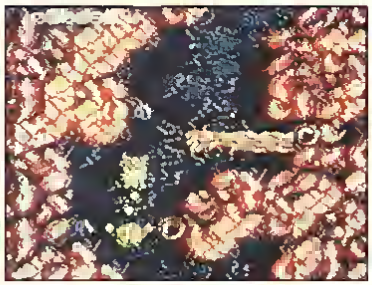
You see only one weapon power-up before you meet Bau — be sure to grab it to help you defeat that vicious dog.

Something in the universe has spawned a huge space parasite with a voracious appetite. Your planet, Abadox, was an early victim, along with the space hospital on which Princess Maria was serving. The attack launched by the World Alive Force was a disaster, and now you are the only survivor. As Second Lieutenant Nazal, you survey the grim situation and realize that you alone can save your planet — if it's not already too late.

An arcade-action game through and through, *Abadox* contains both horizontal and vertical scrolling. Sometimes you fight from your spaceship, and other times you fight protected only by your space suit. But you're always looking for the power-up capsules that allow you to collect up to four orbiting barrier shields and three layers of protective armor — not to mention varying grades of missiles and laser beams. The more shields, missiles, and lasers you collect, the easier your voyage will be.



If you position yourself between the pattern of their shots, the bulging eyeballs should pose no real threat.



The interior of Parasitis is a constant tight squeeze, such as when you maneuver to avoid these grasping arms.

You begin your attack on the convoluted surface of the parasite. Piranha-like floating jaws, eerie skulls, and formless predators attack you, shooting small but lethal fireballs. Power-ups float by in capsules or appear in the wake of blue scorpions you've destroyed. During this first stage it's vital that you get speed, power, and gun upgrades, or else you won't be strong enough to defeat Bau, the alien attack dog that's the boss of the first stage.

Next you venture inside the body of Parasitis through the esophagus, nerves, and mechanized control centers. Inside the parasite you'll find menacing, grotesque creatures that attack in a constant barrage. Your

success is determined largely by maneuvering through the tight caverns while avoiding danger.

Giant guardians reside in each of the six main areas of the parasite's body. Though many of these bosses are quite large, they shouldn't be too difficult to defeat if you've managed to stock up on weapons and shields. If you do fail, don't despair — unlimited continues allow you to start at the beginning of the current level, although you lose all the power-up weapons and shields you collected.

The graphics inside the claustrophobic regions of the parasite are varied and interesting, and the bizarre creatures you face set the game apart from most shoot-em-ups. In the nervous system, you meet a fast-moving, fire-shooting shark. In the esophagus, there's an eyeball that shoots stars. In the mechanized area, watch out for a robot equipped with rapid fire. Later you must confront flashing energy fields and enormous, crushing walls. So if you're in the market for an alien shooter, *Abadox* is worth a look.

GP



If you collect enough power-ups, you earn guided missiles — a big help in tight spots like this.



Flashing laser beams in the control center pose quite a problem. Try to deal with them one at a time.



If you destroy the core, Princess Maria goes free — but you still have to escape a rapidly scrolling maze.

Milton Bradley
443 Shaker Road; East Longmeadow, MA 01028

The Adventures

Jeff Lundrigan



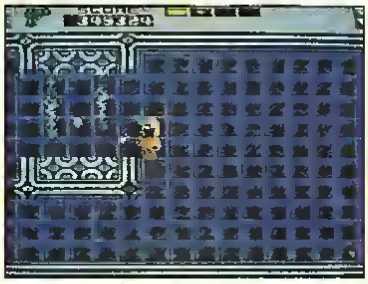
You never know where extra energy bars will show up, so it pays to look in unconventional places. This one's off the top of the screen on the first section of Cyberia.

Centuries ago, mankind perfected space travel and colonized nine worlds in three different star systems. These United Planets were governed by the Compuminds, beings who communicated instantaneously over the star-warp datalink. But the days of peace and prosperity came to an end when a scientist named Agathos delved into Interstellar Magic and transformed himself into a mutant living brain. Shutting down the Compuminds, he destroyed the union and threw the planets into chaos and decay.

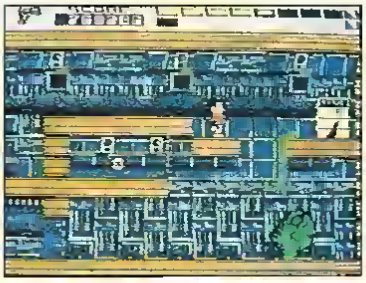
Years after this disaster, Compumind Kakos is found and reactivated. In his efforts to restore the United Planets, the Compumind chooses Rad Gravity, the most promising space cadet on the planet Quark, as his partner. Together, Rad and Kakos blast off to the planet Cyberia on the first leg of their journey.

There are ten stages in *Rad Gravity* — one set on each of the nine planets, plus a final battle level against Agathos. Each stage has unique terrain, and different survival strategies must be developed. Some levels require a lot of shooting, but most consist of a very careful series of running and jumping — so one of the first skills you must master is pinpoint landing.

Always keep an eye on Rad's life energy meter, and don't hesitate to beam back up to the ship if he's nearing death. You may have to start the stage over, but at least you'll be alive. Even if Rad does come to an untimely end, the game provides a lot of passwords — and you'll surely need them.

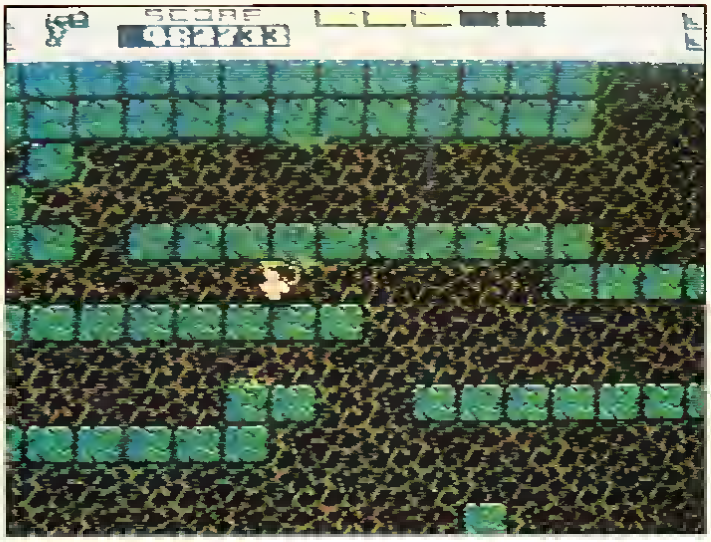


It's impossible to go through these beams without being hurt — but fortunately you don't have to. If you shoot the bits as they fly by, you'll deactivate the security system.



You can't get by this big green guy — but you can go up and over him. Although he's too tough for any weapons you have, a little toxic waste should finish him off.

of Rad Gravity



No, this picture isn't upside down — the planet is. And where else can Rad ride on slime? Since you can't duck and move at the same time, let the slime carry you through the area — a trick that can work with other moving items as well.

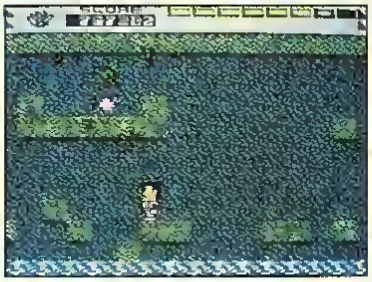


These robots at the end of Vernia may appear indestructible, but they run out of power on their own. When one shuts down, use your nitro crystals to bump the other one and keep it from winding up the first robot. It will soon run down, too.

The key to overall success, however, is finding transporter codes. You can't beam down to a planet without them, so they must be your main priority.

Rad Gravity bills itself as a series of "action puzzles," so you may find yourself — and probably *should* find yourself — spending a lot of time experimenting with different ways of getting around. The solutions aren't always obvious — you'll be surprised at some of the objects you can stand on and jump from. You can even get across some seemingly inpenetratable barriers with a good high jump that takes you off the screen.

Also, while some sections are mostly straightforward, many of them are complicated series of oddly interconnected screens. Explore everywhere and make a map if you have to. Pick up any objects you find scattered around, and be prepared to carry some of them to other places to use them. To operate the derelict ship in the asteroid belt, for example, you must find some fuses for the empty sockets — otherwise you won't have any light in the next section of the game.



If you throw a nitroglycerine crystal at the bottom of an overhead surface or at a wall, the explosion damages whatever is on the other side.

The Adventures of Rad Gravity is a fun, action-oriented game, with a good sense of humor and well-done graphics. But it's also fairly complicated — even frustrating at times — and not the kind of game to be beaten in one afternoon. It will probably appeal most to those players who enjoy a challenge that's a little beyond the ordinary.

GP

Activision
(a division of Mediagenic)
3885 Bohannon Drive; Menlo Park, CA 94025

Arch Rivals

Brian Carroll



Pummel your opponents whenever possible

Under normal circumstances, you aren't supposed to punch a player during a basketball game. A move like that would probably mean an early trip to the showers.

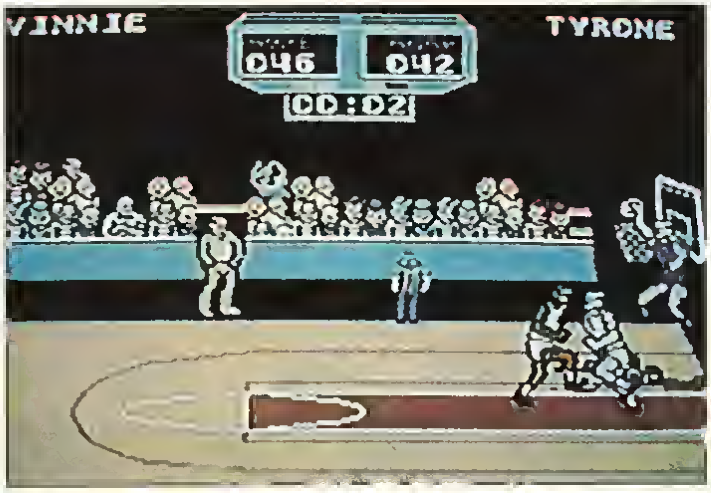
But in *Arch Rivals*, the rules are a bit different. If basketball were played the way it is in this videogame, Mike Tyson would win more games than Michael Jordan — because winning means punching and jabbing your opponents as often as you can. In fact, body blows are as much a part of this arcade translation as bounce passes and jump shots.



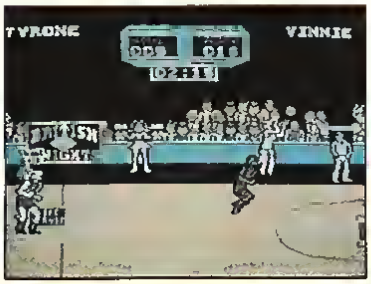
Wrong! You can, and should, harm the opposing team as often as you can. No fouls are called in this slugfest.

Every time you knock down opposing players, you have a chance to steal the ball, prevent shots from being taken, or grab a rebound. The boxing aspect of the game comes in handy even when it doesn't help your play. If you miss a shot or have the ball taken away, you can blow off steam by sending somebody reeling to the floor. Although the attitude this promotes may be less than healthy, the effect *is* less stressful.

The game's designers could have taken the sparring one step further, however, by programming some cumulative effect. For example, if you've danced all over your opponents for most of the game, then they should be staggering by the fourth quarter.



If you can get close enough without being knocked down, try to dunk the ball.



By the second half, there's enough debris scattered on the basketball court to trip you up if you're not careful.

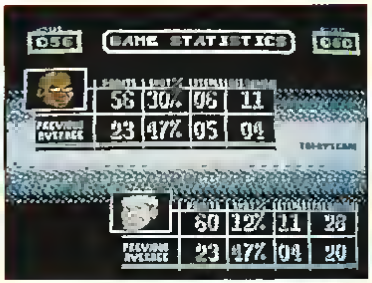
Regardless of the fighting, *Arch Rivals* presents a unique version of basketball. It's four quarters of two-on-two with an emphasis on passing. If you hold on to the ball too long, you'll end up on the floor looking into the rafters. So keep passing the ball to make sure at least one of your players stays free for the shot.

Shooting percentages seem to be largely affected by how closely you're being defended. If you have a good shooter (Lewis, for example), and there's no one guarding you, shoot the ball every time.

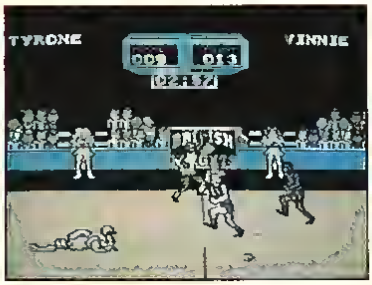
Another strategy that often pays dividends is to launch the ball as soon as you throw it in, then run down the court to set up for the rebound. As the ball is coming off the rim, start punching. You might even end up the sole survivor of that particular shot.

On defense, just keep punching — if the man you're covering is lying on the floor, he can't catch the ball, shoot it, or rebound. So it makes sense to keep the guy horizontal.

As with *Magic Johnson's Fast Break*, the emphasis is on stealing the ball. You'll be pickpocketed often and must steal several if you hope to win.



There are several players to choose from — each with different attributes.



Jump shots from behind the line are worth three points.

Both *Fast Break* and *Arch Rivals* also carry frequent and prominent advertisements, for Pepsi and British Knights, respectively. These promotionals represent an emerging trend in videogames — and something of which both kids and adults should be aware.

GP

Acclaim
71 Audrey Avenue; Oyster Bay, NY 11771

Battle Chess

Gary Meredith



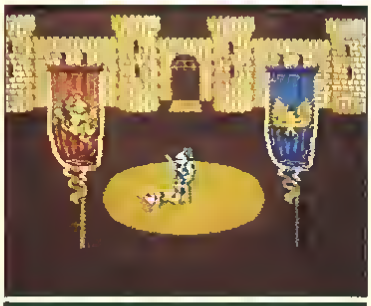
At the beginning, *Battle Chess* looks just about like any chess game. With the options menu, you can choose your colors and difficulty level.

Chess has an image problem. People usually picture the game played by nearly immobile intellectuals in hushed halls and drawing rooms. The only real action seems to occur when someone in the audience sneezes. But Data East is out to change that perception with its Nintendo translation of the computer game *Battle Chess*.

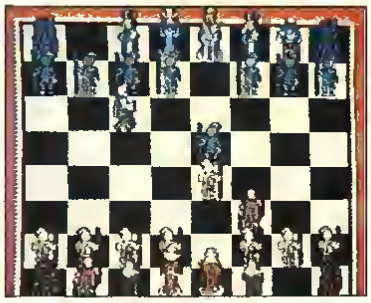
Battle Chess shows what chess is really about — war. From the beginning, chess has been a symbolic representation of the battlefield. Through the years, this connection has become less obvious, but with *Battle Chess* the heritage comes back to life. With the clanking of armor and the sibilance of blades slicing the air, the action of battle is much more immediate.

The rules of chess are still very much in effect. If you've played chess before, you may use the same strategies you're accustomed to using. If you're just learning the game and playing against the computer, take advantage of the multiple difficulty levels and move suggestions in *Battle Chess*. Or you can sharpen your skills by playing with a friend

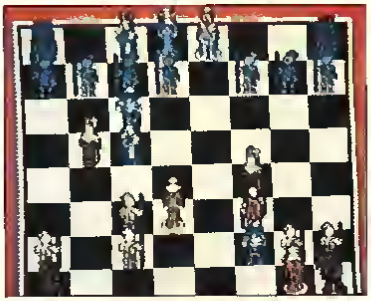
If you choose a higher difficulty level, be prepared to devote more time to your game — the computer takes



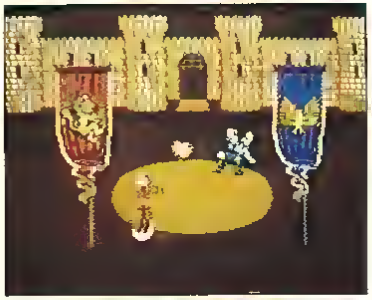
A simple "pawn takes pawn" move becomes a fight for survival on the battlefield. Although the outcome is predestined, the battles add a new dimension to an old game.



In the lower levels, the computer tends to mirror your moves, allowing you to lure the opposition into traps quite easily.



Both castling and *en passant* moves are available in *Battle Chess*. Here, Red's rook has transformed and is completing a castling move.



The queen is normally the most powerful piece on the board — but even she can be taken by deft strategy. Here, her bolts bounce against the knight's shield.



Check and mate, as a Blue knight finishes off the Red king with a mighty swing of his broadsword.

much more time to think about its moves. The animation can also slow a game down quite a bit, but there's a 2-D option that eliminates battle scenes and board movement for quicker play.

But the animation is what sets *Battle Chess* apart from other chess simulations. When you move a player, it doesn't just slide from one square to another. In *Battle Chess*, the pawns dutifully troop across the battlefield, the knights plunge gallantly into the fray, and the vampish queens sashay wherever they please. The rooks are the most fun to watch, as they magically transform from immobile stone castles to lumbering behemoths somewhat reminiscent of Marvel Comics' The Thing.

When one piece takes another, the playing board is replaced by a battlefield scene, replete with martial banners. There, the two combatants engage, with the taking piece emerging as the victor. Here too, the animation for each piece has a lot of variety. The knights, for example, swing away with their broadswords, while the queens don't use weapons but cast bolts of lightning instead.

While *Battle Chess* doesn't pretend to offer the options and challenge of a true chess simulation, it is sophisticated enough to give the beginning-to-intermediate player a good mental workout. It could be just the thing to introduce a whole new generation to the joys of this venerable game.

GP

Data East
1850 Little Orchard Street San Jose CA 95125

The Bugs Bunny

Lisa F. Sahlie



Watch out for lava rockets shooting from the volcanoes.

The party planned to celebrate Bugs Bunny's 50th birthday has thrown some of his fellow cartoon critters into a tizzy. After all, Daffy Duck and Porky Pig are both three years older than Bugs — did they get a birthday bash? Nooo! So Daffy, Porky, and some of the less genial Loony 'Toons are determined that Bugs won't get to his party in one piece — if he gets there at all.

The famous hare had better leave for the party early because there are lots of obstacles in his path. Though he's armed with only quick wits and a wooden mallet, he must survive six worlds — each containing three rounds of obstacles and critters — before he gets to blow out the candles on his birthday cake.

As the Wascally Wabbit winds his way to the party, he'll see carrots littering his path. If he touches a carrot, it turn into a block for him to jump on. Floating platforms also help Bugs make progress, but he has to be cautious because some platforms unexpectedly disappear. He can also use seesaws to catapult himself upward if he hits one end of the teeter-totter with his hammer. And an especially ingenious rabbit will climb trees, cross waterfalls, and swing on vines to reach the shindig before all the cake is gone.



To make it to his party, Bugs has to get tough with Foghorn Leghorn's accomplice.



A whack on the seesaw catapults Bugs to high ledges where he can pick up more carrots.

At the end of each level, Bugs must dash down a rabbit hole for a close encounter with a cartoon character. Elmer Fudd, Daffy Duck, Sylvester, Tweety Bird, the Tasmanian Devil, Porky the Pig, and even Pepe Le Pew have declared rabbit season open. But it's not very difficult for the rabbit to stop his foes. After the cartoon boss is dealt with, Bugs plays a bonus round to earn extra lives. The more carrots he's collected, the better he'll do in the bonus rounds.

The scenery over mountain peaks,

Birthday Blowout



Daffy doesn't have to worry about his tailfeathers because it's *rabbit* season, not duck. And this fowl has a certain cottony tail in mind for a target.

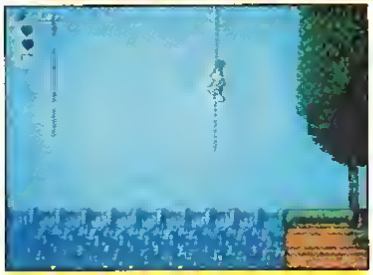
keep his cottontail moving.

The Bugs Bunny Birthday Blowout is the follow-up to *The Bugs Bunny Crazy Castle* for Nintendo and Game Boy. Bugs' latest adventure is much more challenging than his earlier escapade, and it also contains more detailed graphics and a greater variety of action. If you enjoyed the first adventure, you'll be even more pleased with this one.

GP

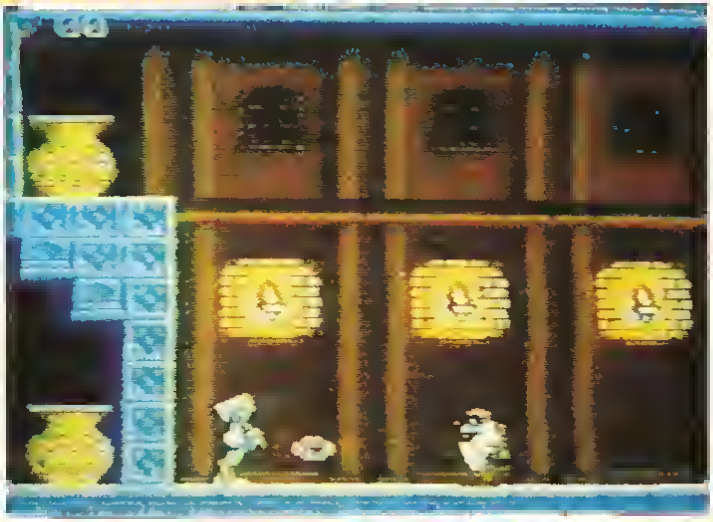
Kemco-Seika

20,000 Mariner Avenue, Suite 100, Torrance, CA 90503



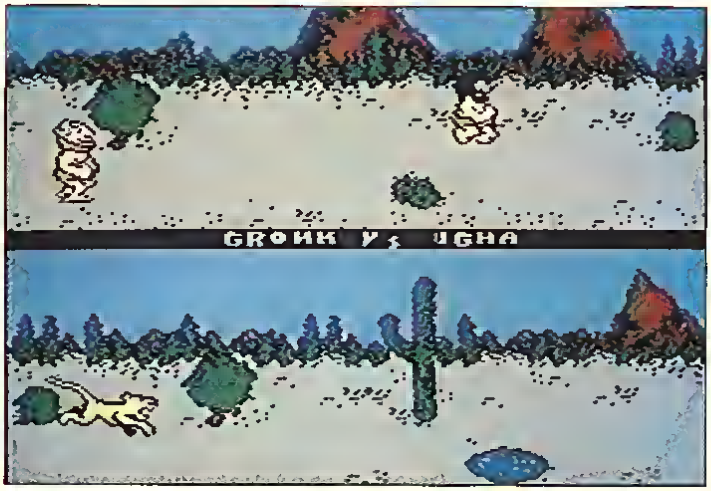
Bugs can use these vines to keep from getting wet. A rabbit's foot isn't very lucky if it's sopping wet

in dense forests, among tall trees, and across waterfalls is quite nice, but Bugs won't have time to enjoy it. Ghosts, giant spiders, deadly floating blobs, falling crystals, crumbling bridges, exploding oilcans, disappearing waterfalls, falling tree limbs, gaping chasms, and a number of other odd entities and hindrances force Bugs to



When the Tasmanian Devil blows kisses, you'd better duck. Those busses can knock over a poor bunny. If he's quick, however, Bugs can whap them with his mallet and send them back toward the devil.

Caveman Games



If you don't gain an early lead in the saber race, you can expect to be knocked backwards by your computer opponent. He won't hesitate to hit you if you get too close, so don't wait to hit him first.

Welcome to the prehistoric caveman games, where the prize doesn't go to the swift and lean but to the big and mean.

These Cro-Magnon sporting events are set in the "Flintstone" era Stone Age. You decide which of the six cavemen — each with different strengths — to control in each of the six special events: fire-making, a dinosaur race, a saber-toothed tiger race, a dinosaur vault, clubbing, and the ever-popular mate-toss.

Only those who have evolved the farthest can win the fire-starting event, in which competitors rub two sticks together and blow on the sparks to start a fire. Speed counts, however, in the saber race, since cavemen not only race against each other, but must also outrun a drooling saber-toothed tiger. The runners also have to watch out for cactus and puddles that slow them down, putting them closer to the jaws of the overgrown cat.



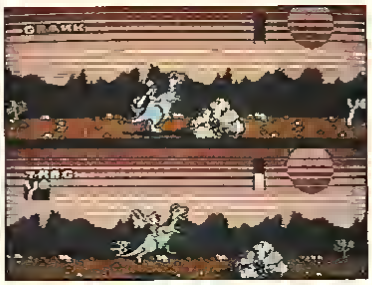
When distance counts, the angle of your toss is more important than your speed. So grab your mate and start tossing!

Dinosaurs are important characters in two events, the dino race and the dino vault. In the dino race, each athlete rides on the neck of a two-legged prehistoric reptile. If the riders aren't able to make their mounts jump over the boulders scattered across the race course, the dinosaurs fall flat on their faces — and the riders lose precious time (and possibly body parts).

The dino vault is the most difficult of all events. To vault over the dinosaur, you must gain speed, plant your pole (OK, so it's a tree limb) and let go of your pole just as it reaches its peak height. Keep pressing the A button on your controller to gain speed because one bad vault either sends you sailing into a chasm or into the hungry dinosaur's stomach.

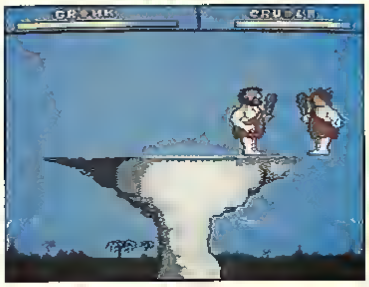
The clubbing event places you and your opponent face-to-face on a rocky plateau surrounded by nothing but a deadly drop to the ground below. You may literally knock out the competition, but it's faster to knock them off the edge of the cliff. The mate-toss involves swinging your mate (by the legs, not the hair) until you've reached the proper speed and trajectory angle for the longest possible throw.

To win the events you must often take advantage of your opponent's

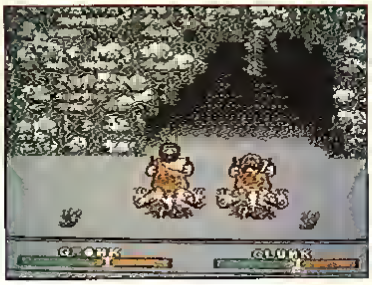


Build up as much speed as possible in the dino race — otherwise you won't be going fast enough to jump over boulders.

weakness ... or just take advantage of your opponent. During the fire-starting event, for example, a well-timed knock on your competitor's noggin may slow him down enough to put you in the lead. In the clubbing event, watch for an opening and hit the other guy. When competing involves such dangerous tasks as outrunning your



In the clubbing event, it's easier to win by knocking your opponent over the edge than by fracturing his protruding forehead.

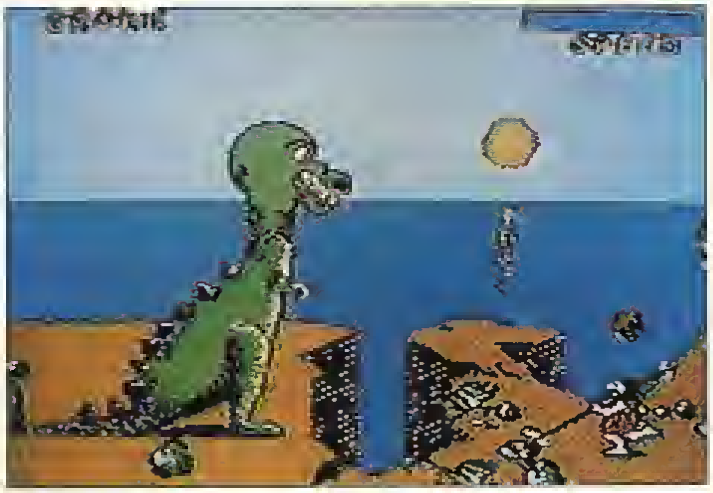


You have to blow on the sparks to get a fire going, but if you blow *too* hard, you get dizzy and lose valuable time.

opponent and a saber-toothed tiger, it's easier to get a lead if you can knock your competitor into the tiger's path. Remember — it's survival of the fittest.

Each event has a varying number of heats, and a practice mode allows you to train before the actual competition. After each of the six events, you receive points for your performance. The Homo sapien with the highest score earns the title King Cro-Magnon.

GP



This vault better be a good one — that dinosaur looks hungry.

Data East
1850 Little Orchard Street; San Jose, CA 95125

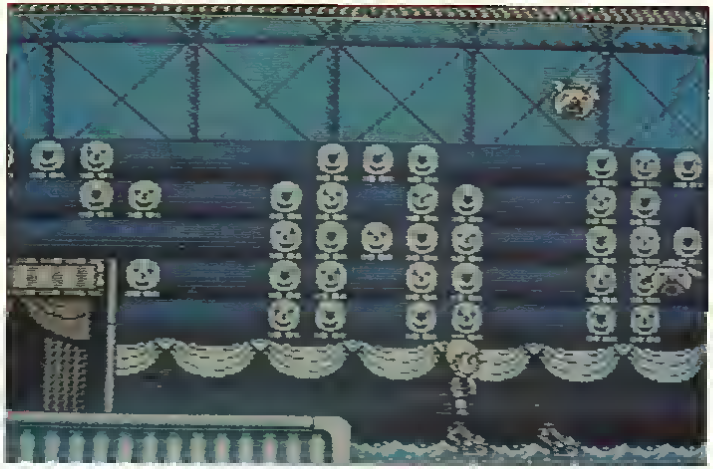
Circus Caper

Lisa M. Bouchey

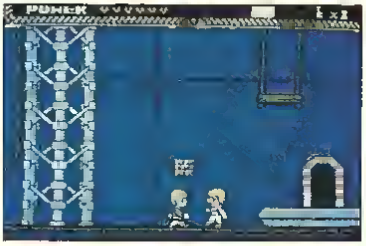
Mysterious clowns, evil ringmasters, and daunting dancing bears aren't ordinarily characters you find in a traveling three-ring circus, but you'll meet them all in Toho's *Circus Caper*.

When the circus stops in Tim and Judy's hometown, the kids can't wait to see the show. But the ringmaster of *this* traveling troupe is an evil magician, and when Judy disappears into the Big Top, Mr. Magic tells Tim that he'll never see his sister again.

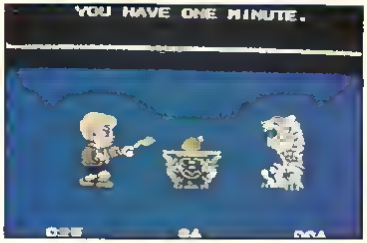
You control Tim as he races to outwit the evil magician and rescue Judy before circus thugs use her for knife-throwing practice. You must survive six acts to save Judy — but



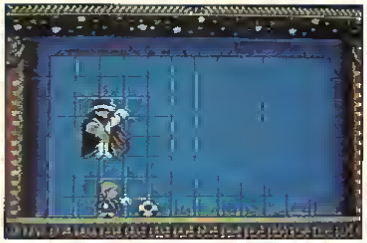
The alligators are the only bridge across this troubled water, but if you don't wait until their mouths are closed before landing on their snouts, you'll end up as 'gator chow.



You can't destroy enemies with the blocks you collect, but you can use them to jump to places that are higher than you can reach, such as this frappe-ccino in stage two.



If you can beat Gamran, the white tiger, at his own game — a challenge to see who's quicker when there's fresh meat on the table — you'll win a key to the cages.



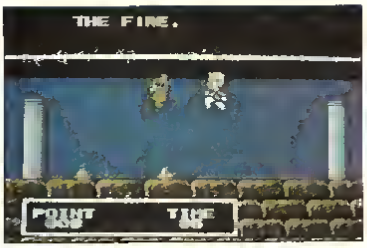
The bosses from each act make a final appearance in the last scene of the game. Get by them one more time, and you're ready to mix with Mr. Magic.



Baby lions and elephants leap from their cages and attack as you wander by. If you can't outrun them, try knocking them out of the way with a soccer ball.



You're up in the air without a net in scene two as you face King Ropy, the tightrope artist. Watch out for other tightrope walkers and flying monkeys — they'll try to knock you off balance.



Carnival games inside the Big Top give you a chance to score bonus points. Even if you lose in one of the contests, you won't die.

don't worry about not having enough strength. Each time you crush an enemy, you can add power items and weapons to your arsenal.

In the first scene, the yo-yo may be the most effective weapon against the killer clowns. The child's toy swings in circles around you and clobbers enemies as they approach. If you don't have a weapon at hand, try kicking and punching your way past the bad guys. Rolypoly the Clown is the biggest obstacle you face in the first round.

High above the center ring, you fight trapeze artists and a monkey named Leonard in stage two. Outmaneuver the tightrope walker, and you'll find yourself backstage in a labyrinth filled with egg-walkers, hammer-throwers, and other sideshow acts. Gamran, the white tiger, is also lurking in the maze. If you can beat him at his own game, he rewards you with a key to the lion cages.

Never mind the whip and chair in the animal cage scene — soccer balls are a better weapon choice since they roll along the contours of the tent and knock baby lions and elephants out of your way. Ivanov, the animal trainer, and Spanky, the bear, give you more trouble than the baby animals.

Before you meet Mr. Magic, you must face all the circus bosses you've already defeated. Get by them as quickly as possible — the master magician has some tricks up his sleeve, and you need all your power points to defeat the evil ringmaster and set Judy free.

The uncomplicated graphics and plot make this scrolling arcade game a good one for younger players. And while the graphics in *Circus Caper* may be *too* simple for older players (and as repetitious as a real circus sideshow), the same experienced gamers may find that controlling the character presents a challenge and makes the game worth a trip to the Big Top.

GP

Toho
2049 Century Park East; Suite 490; Los Angeles, CA 90067

Days of Thunder

William R. Trotter



Days of Thunder's races take place on seven tracks, modeled after real NASCAR venues such as Daytona Beach and Talladega.

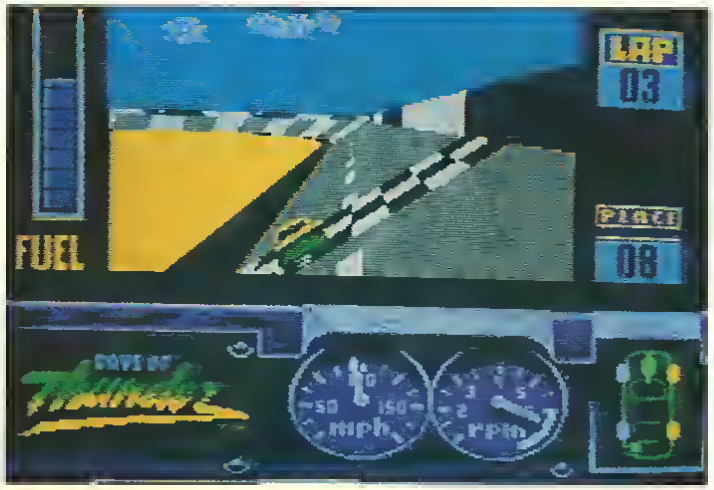
Car-race games have been a staple of video entertainment from the start, for the simple reason that they fulfill the basic requirement of any simulation — they let us experience things that are too dangerous or too expensive to do in real life



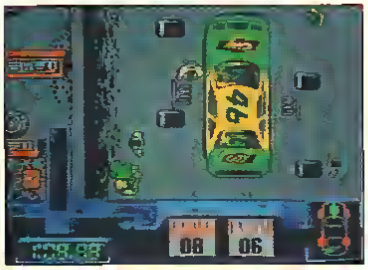
The animated cars handle smoothly, and racetrack action is complemented by unusually vivid sound effects — including voices.

Most Nintendo racing simulations differ only in their scenic backgrounds and track configurations; otherwise, you push one button to go faster, one button to brake, and you steer with the directional pad.

You do that in *Days of Thunder*, too, but you also have to do more — a whole lot more. Based on last summer's movie, *Days of Thunder*



When your tires turn yellow, they're marginally safe; purple means it's time to head for the pits; and red means they could blow at any second.



You must perform each pit stop action using the control pad to manipulate your mechanics. Practice makes perfect.

simulates not only the fast-driving action of NASCAR racing, but also the season-long strategies a race team must employ in order to triumph over 15 other racers... good, aggressive, experienced racers.

Victory is much more than a matter of driving fast and avoiding obstacles and competitors. You have to develop an instinct about going in for a pit stop, you have to know how far you can push your engine, tires, and brakes, and you have to master some tricky and specialized racing tactics — such as "slipstreaming," or perfectly placing your vehicle behind another fast car and using its velocity to drag you along and cut down on your fuel consumption.

You start off as a rookie driver with a lot of ambition and a big mouth. Your goal is to win the coveted Series Cup by either winning or placing highly in eight races held on seven different tracks (modeled after real NASCAR arenas such as Daytona Beach, Talladega, and Pocono). Each race is preceded by a four-lap qualifying run that determines your starting position.



Run out of fuel or blow an engine, and this is how you'll end up. Try getting a sponsor *now* ...

You're not alone in your quest for the championship — if you start to slip in mid-season, your sponsor may require you to pass a time trial or lose your financial backing. But perhaps the most realistic aspect of this game is the pit stop. Real NASCAR drivers know that a race can be won or lost in the pits, where a few seconds gained or lost can make all the difference.

Using the control pad, you must activate and manipulate each member of your pit crew, putting them through some fairly complex routines. It takes, for example, *ten* distinct actions by members of the crew just to change a tire! To win, you need to make the fewest pit stops possible — and those you do make should be as smooth, efficient, and *fast* as they can be.

Players who are used to more simplistic racing games may find *Days of Thunder* dauntingly complex at first, but it does accurately simulate both the excitement and the challenges of NASCAR competition. And as real-life NASCAR drivers have often said, "Any fool can drive fast, but only a good driver can drive *smart*."

Excellent graphics, outstanding sound effects, and admirably clear instructions help to make *Days of Thunder* one of the best — and surely the most sophisticated — of the Nintendo racing games yet released.

GP



"DNF" stands for "did not finish." That's where you'll end up in the NASCAR standings — dead last — if you don't master your pit-stop techniques

Mindscape
(a division of
The Software Toolworks)
60 Leveroni Court; Novato,
CA 94949

hot hits

DIG DUG II: TROUBLE IN PARADISE

Neil Randall



Dig Dug, on the left portion of the island, has turned to face the many enemies coming toward him. But he can't trap them by digging across the narrow section because digging must go from stake to stake.

Dig Dug II: Trouble in Paradise is the second adventure for this popular arcade character. This time around Dig Dug must protect his peaceful tropical island from his enemies, Pooka and Fygar.

Your goal in each level of *Dig Dug II* is to destroy all the enemy pookas and fygars. You get a certain number of points for shooting each, although you can also drill a hole into the surface of the island and have them fall off the edge. If you choose this method of extermination, the number of points you receive depends on the number of creatures you trap. For example, trapping one creature yields 1,000 points, trapping three earns 4,000, and trapping nine results in a whopping 50,000. Although it's possible to earn 80,000 points for destroying ten creatures, it's usually an *extremely* difficult thing to do.

On some of the 72 different levels in *Dig Dug II*, it's necessary to shoot several creatures, while on others you can — if you're careful — trap all of



Dig Dug has dug a ditch horizontally from one stake to the next. The position of the ditch will cause the four creatures on the right side to fall off the island.

them right off the bat and end the level. The only problem with ending the level quickly is that you give up your chance to earn still more points.

Once you've drilled off three pieces of the island, vegetables appear, and different vegetables are worth differing numbers of points. Radishes are worth 400, tomatoes are worth 1,000, and grapes are worth 3,000. As soon as they appear, you should move Dig Dug toward them to pick them up.

Another advantage of keeping the level going is that by drilling the island it is sometimes possible to shoot the fish that jump up from the water, earning 500 points for each fish. Usually, though, the quicker you can get rid of the creatures on the island, the better your chance of clearing that island and moving to the next level.

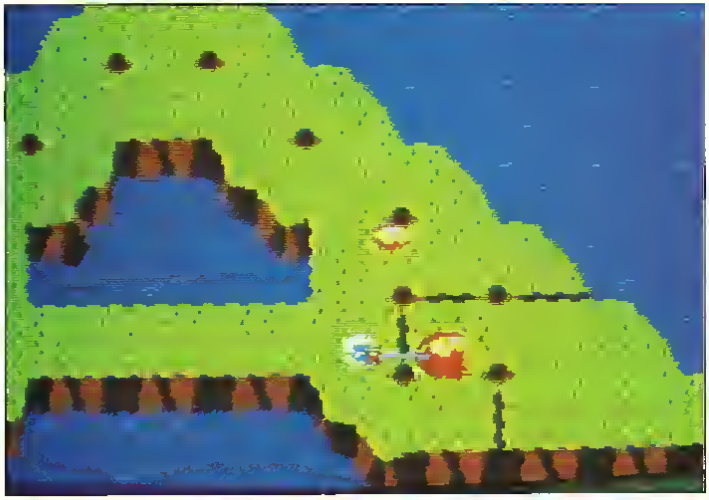
You begin *Dig Dug II* with three lives. You lose a life whenever you're touched by a monster or fall off the island after digging through it. But like an increasing number of recent games, you can continue the game even after you've lost all your lives. This is an extremely welcome feature in difficult, multi-level games — and *Dig Dug II* is certainly one of those.

If you like that combination of strategy and fast action, give *Dig Dug II* a try. With its variety and its many levels, it could quickly become a favorite.

GP



At the start of round 12, Dig Dug is at the bottom center of the screen. Now he's got two choices: He can either cut off the bottom portion of the island, or wait until the creatures arrive, then shoot them.



Dig Dug has struck at the pooka facing him — it's huge, so it's probably just about ready to explode.

Bandai
12951 East 166th Street; Cerritos, CA 90701

Dr. Mario

Selby Bateman



Dr. Mario holds in his hand the next capsule to be thrown. While the current capsule falls, try to plan where you'll place the next one.

The universally popular Mario is back in a new Nintendo game. But unlike previous Mario contests, this time he's traded in his plumbing supplies for a medical bag. His goal is to battle viruses with multi-colored vitamins in a challenging pattern-matching game—something of a cross between Nintendo's *Tetris* (in which you stack different shapes) and Tengen's *Klax* (in which you match different-colored tiles).



You can select skill levels and speed from the options screen. You can also choose the music that plays in the background—or whether the music plays at all.

The basic idea of the game is certainly nothing new. As objects fall from the top of the screen, you must move them left or right and rotate them to one of four positions in order to match similar objects. When you match four or more similarly colored objects, they disappear from the screen.

In the one-player game, Dr. Mario appears in the upper right corner and tosses two-colored vitamins into a large vitamin jar that contains four or more nasty-looking viruses. The viruses are either red, blue, or yellow, and each vitamin is made up of one or two of these colors as well.

You must stack vitamins on top of similarly colored viruses and other vitamins. Four or more matches make the pills and viruses disappear, but you only get points if your match includes a virus. Once all the viruses are removed, you advance to the next level and face even more viruses.



In the two-player game, each player starts with identical bottles, and each gets the same capsules in the same order. You can, however, cause between two and four half-capsules to fall on your opponent's side by clearing two, three, or four rows at once.

At the lowest level, there are just four viruses in the bottle, and they're easy pickings. By the time you get to level 20, however, the jar is jam-packed with the little critters, and you need the hands of a hyperactive surgeon to help *Dr. Mario* clear out the army of nasties.

In the two-player game, there are small bottles on each side of the screen. Two people compete against one another to see who can clear a vitamin bottle first. The player who wins three of these head-to-head contests takes the match.

In both the one- and two-player versions, you can set the number of viruses in the bottle, the speed of the falling vitamin (slow, medium, fast), and even the background music ("fever," "chill," and "no music"). For the two-player game, the ability to set the speed and the number of bugs is a great feature since it lets a stronger player and a weaker player handicap the game in different ways for a more even and exciting match.



The key to winning is learning to use capsules efficiently. When this capsule falls into place, the four yellow pieces — including the virus — will disappear, leaving the red one behind. That red capsule will land on the red virus below.



After clearing every fifth stage, you're treated to a short congratulations screen. Keep watching — something different flies overhead each time.

There are a variety of basic tricks to advance in *Dr. Mario*. Remember that it's just not enough to stack a column of the same-colored vitamins and viruses. When a column of four or more of the same color disappears, the other halves of the vitamins fall to the bottom.

For example, a remaining yellow half-vitamin can fall on a red virus, or a blue half-vitamin can land atop a yellow half-vitamin. Then you have to remove *that* color before you can remove the color underneath. In other words, without carefully planning which vitamins go where, you can quickly dig yourself into an early grave as you try to remove various colors. Of course, there are those wonderful surprises such as when a match of four causes a domino effect. The extra half-vitamin can fall on top of three matching colors, and they can disappear as well.



While 20 is the highest skill level you can choose from the options screen, more levels exist. On level 21, a single mistake is all it takes to lose.

Beginning players usually concentrate on removing just the vertical rows as the vitamins fall. But more advanced players realize that you have to work to create horizontal matching patterns as well — especially at higher levels.

As with most games that appeal to a wide variety of people, *Dr. Mario* is simple to learn, easy to play (at first!), and full of subtle twists. So while adventure game fans will have to wait if they want to be a plumber's helper, puzzle fans will find the new *Dr. Mario* a delightful challenge that expands on the *Tetris* concept.

GP

Nintendo of America, Inc.
P.O. Box 957; Redmond, WA 98073-0957

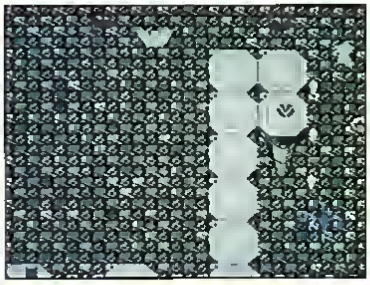
Dragon Spirit

Gary Meredith



The formidable Blue Dragon springs from the fabled Sword of Arlia. If you can defeat Zawel, you remain in this form throughout the game.

The lightning-fast forces of Galada struck with no warning. With one bold stroke, they invaded the peaceful kingdom of Olympia and kidnapped Princess Iris and her attendants. Since Galada had already resurrected the long-dead demon Zawel to fight for him, it took little imagination to realize that he planned to consolidate his hold on the dark forces by offering Iris in sacrifice. Old King Amru's remaining strength is no challenge to Galada, so you — as Prince Lace — seem to be the only person who can save Iris from certain death.



At the beginning of your adventure, try to destroy as many of the blue and red pods as possible. They give you needed increases in firepower and speed.

In *Dragon Spirit*, you attempt to avert your sister's demise and the destruction of Olympia by using the magical sword of Arlia to become the Blue Dragon. A confrontation with the Zawel at the beginning of the game determines whether you continue as the Blue Dragon or as the Gold Dragon. The Blue Dragon mode is tougher and has more stages (nine instead of the five-stage Gold Dragon mode), but is more rewarding.

The stages range from a dinosaur-ridden Paleozoic nightmare to a cave of moving walls to an area of almost complete darkness. At the end of each of the first six stages, you battle a boss to save one of Iris's attendants, who rewards your success.

You must deal with ground-based and flying targets. The fire button you use depends on the type of target, which makes *Dragon Spirit* a little



You meet many enemies in the land of glaciers, but the toughest foe is the glacier itself. You must blast your way through the ice if you hope to escape.



If you're not quick enough, this boss reassembles itself from the remains of its last incarnation. You must destroy all the pieces before they can rejoin.



There are lots of enemies to battle in the volcanic lands, but don't overlook the volcanoes themselves. The bubbling lava can be quite deadly.



Even with three heads, you may have trouble destroying this boss. You must blast the "heads" at the ends of each arm—unfortunately, this guy is a quick healer.

trickier than the usual arcade game. Various objects are destroyed to gain power, lives, or advanced weapons. Blue pods, for example, give your dragon extra heads (there's a maximum of three), with a resulting increase in the rate of fire. Red pods increase the power of each shot.

A shrinker makes your dragon small and hard to hit, while a fire dragon creates a barrier around you. A power wing makes you invincible for a short time. There are even items that cause earthquakes underneath your foes' feet. Unfortunately, there are also a few items — such as the skulls — that take power or life away from you, so don't fly around indiscriminately picking up everything you see.

Once your power meter is exhausted (by either three damaging blows in the Blue mode, or six in the Gold), you're dead. You do have two continues, but there is no password feature.

On the surface, *Dragon Spirit* is a basic shoot-em-up. The excellent graphics, however, set it apart from many other games of this type. With the different types of targets and the wide variety of enemies and scenarios, it's not an easy game — but it is one that keeps you coming back for more.

GP

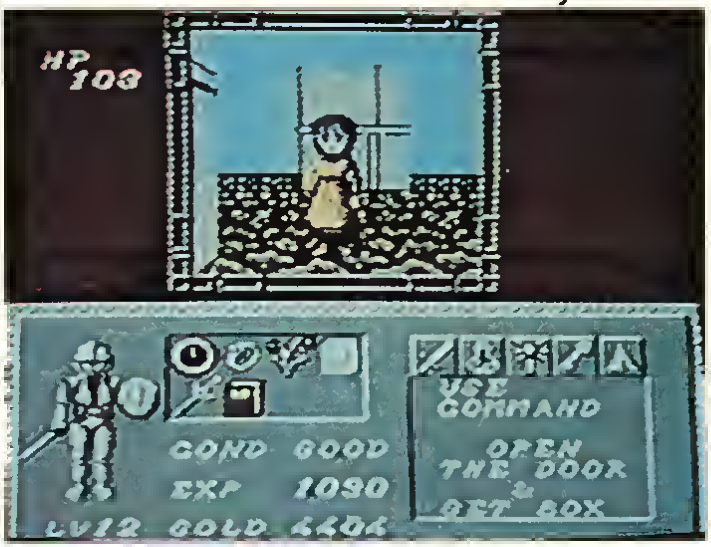
Bandai
12951 East 166th Street; Cerritos, CA 90701

Dungeon Magic

Gary Meredith

Legend has it that 500 years ago, a battle took place in which the great warrior Magi singlehandedly defeated the dark forces of Darces, the evil overlord. Using swords and armor made of special ores from deep underground, Magi forced Darces into exile. In the centuries since Darces' defeat, the land of Grades has enjoyed prosperity and peace.

But Darces wasn't idle. He carefully nurtured the dark forces and, once they were ready, set out to wreak vengeance on Magi and his people. Magi was slain, and now Darces' forces



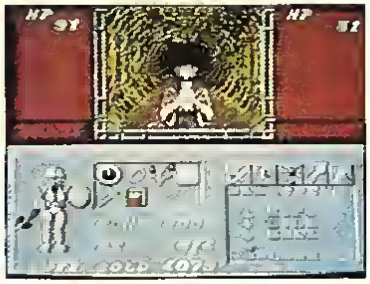
Talk with everyone you meet on your journey and write down whatever you hear. Also make note of the location in case you have to return.



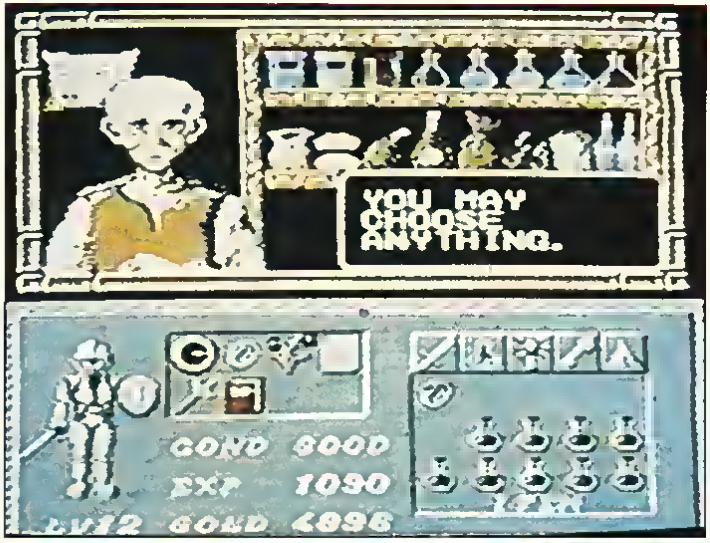
Visit the shops in any village to fortify your arsenal. Deirus should be your first stop, however, because that's where you'll find the first Elemental Sword.



No matter which wizard you choose as your teacher, he's sure to be a tough taskmaster. None of the wizards is about to dispense the secrets of magic to an inexperienced oaf.



Each battle you win increases your experience points. But don't forget that casting spells depletes your life energy — don't lose a fight by using up your last bit of strength.



Now is a good time to check your stock of healing potions. You need a wide variety of potions to deal with the many kinds of damage you may sustain.

run rampant. Luckily Magi's armor and six swords still exist — somewhere. In *Dungeon Magic*, your mission is recover Magi's weapons and use them (along with your own magic abilities) to defeat Darces once and for all.

As your journey begins, you're equipped with nothing but your wits. Stay in the city of Granville and study with one of its five powerful wizards until you develop some magical ability. Of course, spells alone can't bring you success. You must also develop your fighting prowess, which allows you to use the five elemental swords and Tores, Magi's most powerful sword — assuming you've found them.

Spend a lot of time practicing your parry. This technique is not only effective in battles, but using it also gives you enough time to fortify yourself, change weapons, or use spells and potions in the midst of combat.

Each evil creature you defeat adds to your experience point total. You need 15 points to make it to level 1, while 35 points takes you to level 2. Some of the creatures also carry gold, which you can use to buy items in the village stores.

While there's a wide array of weapons and armor available in the shops, don't overlook other provisions such as food, drink, magic powders, and, most importantly, healing potions. The dangers in *Dungeon Magic* include paralysis, poisoning, curses, and wounds, so it's vital that you have a complete stock of healing potions with you at all times.

Don't forget to take notes on everything you see, everyone you talk to, and every magic spell you attempt. Since the development of your magical abilities largely depends on experimenting with the basic symbols given to you by your wizard, you must write down the effects after each spell is cast. And since you must often visit locations or characters more than once, it's important to remember where you can find them again.

Anyone familiar with role-playing adventures will feel right at home with *Dungeon Magic*. While there's nothing new here, the game plays quite smoothly and offers enough puzzles and challenges to satisfy novice and veteran gamers alike.

GP



The creatures get tougher as you get closer to your showdown with Darces. But you must find Tores, the mystical sword, before you can enter the final battle.

Taito
267 West Esplanade; North Vancouver, B.C., Canada, V7M 1A5

hot hits

Dynowarz

William R. Trotter



The first shots of Cyborasaurus are really impressive, the remaining graphics can't equal these views.



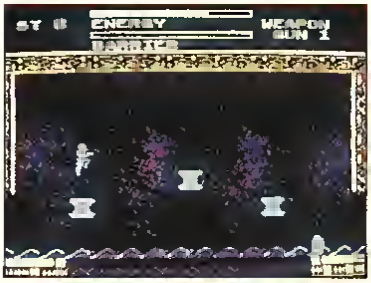
When you reach one of these portals, you switch from Dino Mode to Man Mode. The portals look the same on each planet.

Spondylus is a man-made solar system, the creation of the brilliant Professor Proteus. While working in his laboratory on Alpha Planet one day, the professor realizes that the planet's surface is being overrun by enormous cybernetic robosaurs.

This could only be the work of the twisted Dr. Brainius, whom Proteus had expelled years ago for performing forbidden experiments on humans. Now the evil scientist is back, leading a seemingly invincible army of transistorized saurians. There's only one thing that can save the worlds of Spondylus — Cyborasaurus, the ultimate robosaur, which Dr. Proteus has been perfecting for years.

The set-up scenario for this dino-shooter is fairly elaborate: As Professor Proteus, you must race past the slavering Hounds of Destruction, get into and activate Cyborasaurus, then go onto the planet's surface to wage battle on the enemy robosaurs.

After crossing the surface to the Computer Portal, you must defeat the boss who guards it, find the key, transport down to the Artificial Intelligence Compound, and find a way to deactivate the life-support system (which has been taken over by a deadly virus-boss). Only when Planet Alpha's environment has been restored to nor-



Inside the Artificial Intelligence Compound, you frequently need to jump. Precision and timing are the ingredients for success—no special techniques are necessary.



Each planetary surface is pretty much like the others. Collect weapons, keep shooting, and move forward to the right.

mal conditions will you be able to resurface and clean up the remaining six planets in the Spondylus System.

This same overall pattern of play is used on all six worlds. In the Dinosaur Mode, you must battle your way across the surface, defeating various robosaurs and scarfing up energy capsules (marked "E") and extra shield capsules (marked "B" for barrier) to increase your defensive powers

As you defeat the robosaurs, you also win powerful new weapons, including fireballs, three types of boomerang missiles, and a highly useful satellite ray that wipes out every enemy on the screen.

Once Proteus reaches the portal of a planet's Artificial Intelligence Compound, the game goes into Man Mode. Leaving your mechanical thunderlizard behind and arming yourself with only a vaporizing ray gun, you must forge ahead, past wall-mounted lasers, across bottomless chasms, and through packs of flying destructo-hounds.

There's a lot of jumping to be done in these underground scenes, and we believe that the jumping sequences aren't entirely fair — many times an apparently *perfect* jump results in your character tumbling to his doom. On the other hand, the game is extremely generous with its continue features and is straightforward enough to make it suitable for very young or novice gamers. Also, dinosaurs hurling fireballs at each other is as violent as the

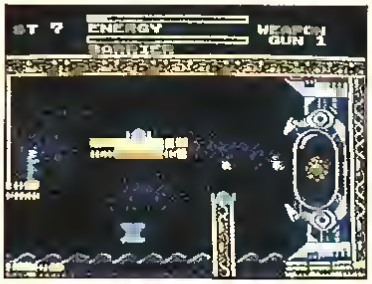


Use the orbiting satellite ray *only* when you're surrounded by a screen full of robosaurs. You only get to use this potent weapon once on each planet, so make it count.

game gets — so concerned parents needn't worry too much.

Dynowarz offers a clever, colorful variation on some classic Nintendo themes, although it plays a bit on the easy side. The graphics are good throughout, but the best screens are those dramatic views of Cyborasaurus at the beginning of the game.

GP



It's not easy to destroy the final boss-virus. You need to shoot, then land on top of the "B" on that barrier just in front of him. It's tricky, but without that extra protection, you'll never beat him.

Bandai
12951 East 166th Street; Cerritos, CA 90701

Formula One:

Gary Meredith



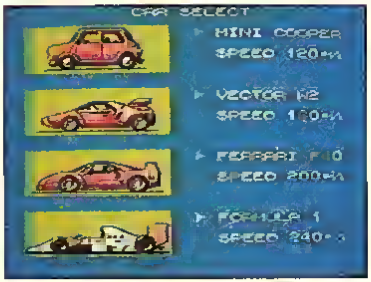
There's only one lap remaining, and just one car between you and the checkered flag — but remember that the main straight is your last chance to pass.

The consensus among most motor-racing fans is that Formula One is the main event of the sport. Of course, racing in exotic locales such as Monaco doesn't hurt this race's image. But the prestige of Formula One goes beyond glamorous settings — its reliance on technology puts it on the cutting edge of automotive engineering.

Formula One: Built to Win puts you on the same track to international racing so many other drivers have taken. You start with a rather modest car, an Austin Mini-Cooper. Although it's small, the Mini is the first racing vehicle for many Formula One drivers. Each time you win a race, you can buy equipment to improve the performance of your Mini. Once you've got a few races under your belt, you're able to afford a more exotic and powerful car, and then work to upgrade it as well.

The racing you do with these first cars takes place on ten different U.S. tracks. Each city has three races at progressively difficult levels — you have to win every race in all ten locations to qualify for international competition on the Formula One circuit.

Once your initial 30 victories are behind you, there's enough cash in the till to afford the ultimate cars. But unless you keep winning, you won't be able to afford improvements. The races on the 16 tracks of the international circuit can be modified in terms of race length, but you'll probably end up losing more often against this tougher competition than you did in the U.S. — at least for the first few races.



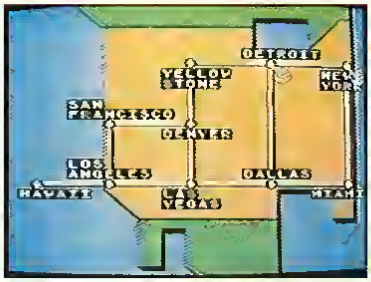
All you can afford at the beginning of your career is the Mini-Cooper. Don't despair, though — this little gem has launched thousands of drivers on the track to fame and fortune.

Formula One: Built to Win has a few interesting options. For example, you can visit Las Vegas while on the U.S. circuit and try to win some big money. If you hit a jackpot or two, you can push up your timetable by buying a better car right away. Of course, just because your car is better doesn't mean you have the skill to drive it to victory.

You must take tire wear into account in *Formula One* as well. Each race wears your tires down a little bit more, so it's necessary to replace them before they're unsafe. You can also save the cumulative results of up to three players before turning your NES off.

Formula One: Built to Win is one of

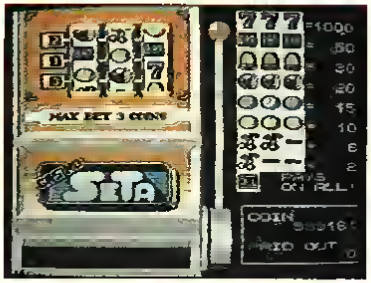
Built To Win



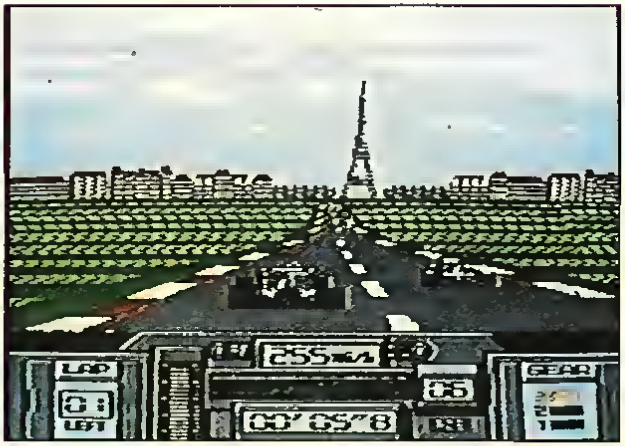
The U.S. tracks are a varied lot, but that's to your advantage. You need experience on all sizes and types of tracks to compete on the international circuit.



As the prize money starts pouring in, upgrade your Mini into a dream machine. Then you're off to strike terror in the hearts of the other drivers.



The races in Las Vegas can be profitable in more ways than one. Hit the right combinations here and you may be able to move up to a Ferrari.



The European tracks are noteworthy for their scenic vistas. Just don't get too involved in your sightseeing — especially when you're driving the more powerful (and more erratic) cars.



Before each race, study the map of the circuit and check the track conditions. You can vary the length of the races on these tracks.

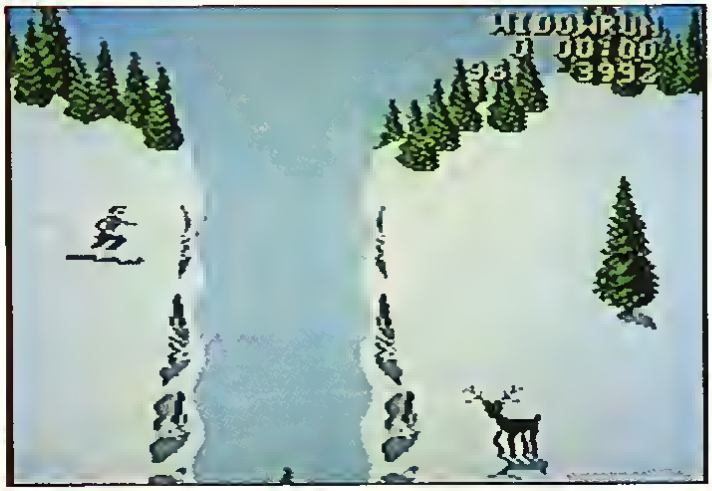
the more detailed and accurate simulations of any kind that you're likely to find for Nintendo. Though the driving is smooth and the graphics are quite good, the real charm of the game is its play structure. You really get a feel for the effort and time required to become a top driver, and you're given a basic course in race-car driving as well. If you fancy yourself something of an Ayrton Senna or an Alain Prost, you won't want to miss this one.

GP

Seta
105 East Reno Avenue; Suite 22; Las Vegas, NV 89119

Heavy Shreddin'

Lisa M. Bouchey

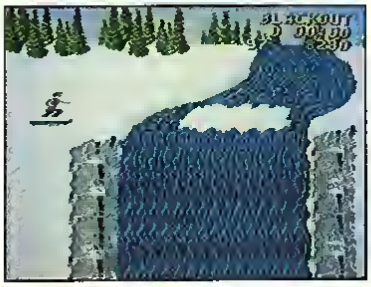


A toe-grab helps you make longer jumps. Use this stunt to make it over the mogul fields and large chasms.

Snowboards were invented back in the 1960s by a teenager named Tom Sims. Disappointed because he couldn't ride his skateboard on icy winter streets, he decided to build a board he could use in the ice and snow. But the snowboard was considered just a winter toy until almost 15 years later when it finally became a serious sport. This winter, more than 400,000 snowboarders will hit the slopes—and *Heavy Shreddin'*, the first snowboarding videogame for Nintendo, will be on store shelves in time for the first snowfall.

Like the sport, the game combines the best parts of surfing, skateboarding, and skiing for some fast and radical action. It's you against the mountain (and some major obstacles) on a quest for the coveted World Cup trophy. Winning isn't easy — there are 5 events and 18 levels of play to complete, and stunts are for survival, not just hot-dogging.

In the downhill and slalom races,



To make it across the river, jump onto the snow island at the waterfall.



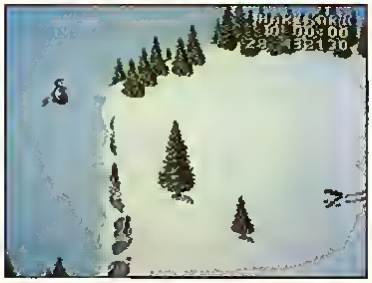
Tractor-trailers aren't usually part of the backwoods scenery, but you come across a few in this game. Aim at the ramp to make the jump over the truck.



The mid-air 360° stunt is only for hot-doggers having a great run. Press the A button and right on the directional pad to impress people with this radical move.



Level out your board before you land, or this jump will have you face down in the snow.



If you practice your stunts during all the events, you'll keep your skills in tune for the half-pipe run. The mule-kick is especially useful for recovering your balance.

you should get down the hill as quickly as possible. Guide your board using the directional pad on your controller, and jump over obstacles you can't pass. If you fall or miss a gate, you're sent back to the top for another run.

In the half-pipe event, you must build up momentum to clear the wall in a half-pipe, then get ready to perform another stunt. When you've gained enough height, you're given an on-screen command to perform a toe-grab, hand-plant, mid-air 360°, or mule-kick. Keep rocking up and down between stunts to keep up your speed.

You face two types of *mogul* fields, small and large. To get over the small moguls (bumps in the snow), just jump. But to cross the larger fields, you must do a mule-kick or toe-grab stunt.

The backwoods event is not for the faint of heart. The event has 23 obstacles — each one requiring a different response. While the other four events have three levels of difficulty, the backwoods portion has six.

As Parker Brothers' first entry into the videogame market, *Heavy Shreddin'* is a good game for players with all levels of experience, both on and off the snow. Three difficulty levels guarantee thrills and chills for everyone.

GP



This ski lodge is just one of 23 obstacles you encounter in the backwoods part of the game.

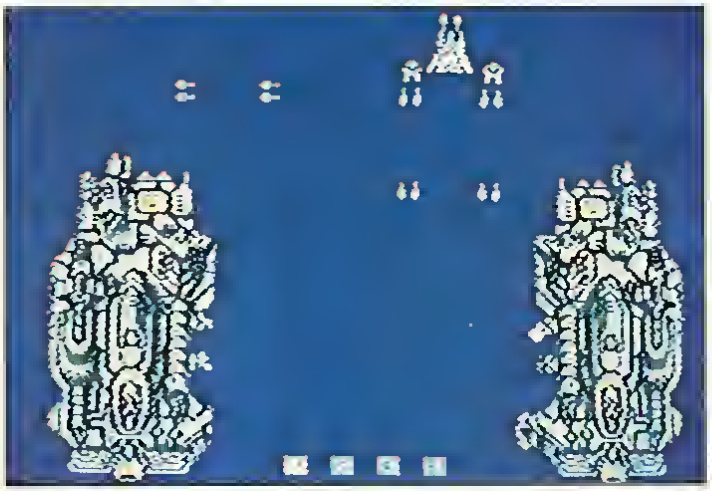


You won't need to use the hand-plant to survive in the backwoods, but it is one of the best hot-dogging stunts — and a required move in the half-pipe.

Parker Brothers
50 Dunham Road; Beverly, MA 01915

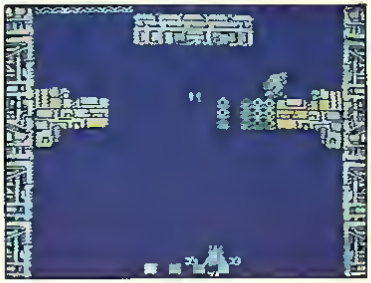
Image Fight

Lisa M. Bouchey



It's important to have weapons that fire in different directions when you encounter alien creatures like these.

Aliens are destroying mankind's military and industrial space complexes one by one. The Moon's main computer is still intact after the onslaught, but it now has some strange, unidentified alien vegetation coiled around its brain. The day the Earth had always dreaded has come to pass — alien invaders have arrived to take over the planet.



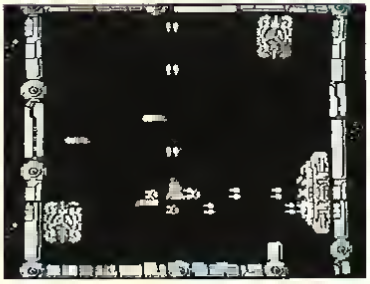
You have to blast through this electromagnetic field in Stage 4 to clear a path in the elevator shaft.

Piloting an OF-1 fighter, you must clear five battle simulator stages before you're qualified for actual combat with the enemy. After you complete each stage, you're given an achievement rating — only the best pilots move on to real combat, so you'd better rack up an average of at least 90 percent or you're back for more training.

The minute you're behind the controls, expect the unexpected. Keep a close eye on the Pincer Pest over the enemy base in Stage 1 — his ring lasers could end your shot at the *real* enemies. In Stage 2, you encounter a Wombat warship loaded with automatic weapons. Don't face the ship to destroy it; try attacking it from any other angle if you hope to succeed.

Stages 3 and 4 take place in abandoned mine and elevator shafts. Watch out for the ballistic cannons as you blast through the electromagnetic barriers blocking your way. In Stage 5, you get a taste of the best the enemy has to offer. Clear this drill and you're on to the real thing.

Your mission? To penetrate the aliens' defense system, destroy their space base, obliterate the enemy flagship before it reaches Earth, and stop the cybernetic terror that threatens the moon's infected computer. Whew! Now do you see why training was so important?



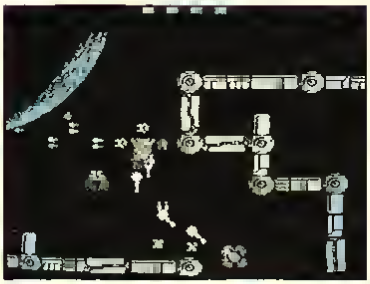
Concentrate on destroying the little tanks, then go after the big alien ship.



The centipede-like creatures are easy to eliminate — if you can catch one standing still. The little pests are quick on their feet.



Don't worry about the floating balls — all you have to do to clear this field is fire at the hollow part of the big alien.

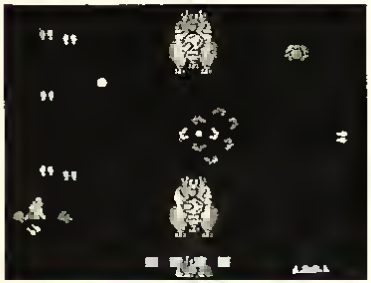


There isn't much flying room on the unfinished enemy base, so weave your way carefully through the alien defense system.

To make it through the training drills, you must master the art of picking up power-enhancing items. When a "POW" case appears on the screen, destroy it and examine the item it was carrying. Pick up a red pod and you'll be able to fire in the direction opposite the way your fighter is flying. Blue pods are fixed and only fire forward. Select your pods wisely — a fully loaded OF-1 carries just three pods.

You can, however, change your pod components depending on the battle situation. Some of the options include a drilling laser with a powerful beam that only fires forward, but gets maximum results. A rippling laser fires an expanding ray that grows wider as it moves toward the enemy. The V-cannon may be one of your most useful options — it fires forward cannon blasts at 45-degree angles.

You need all the firepower you can muster to save the Earth this time!



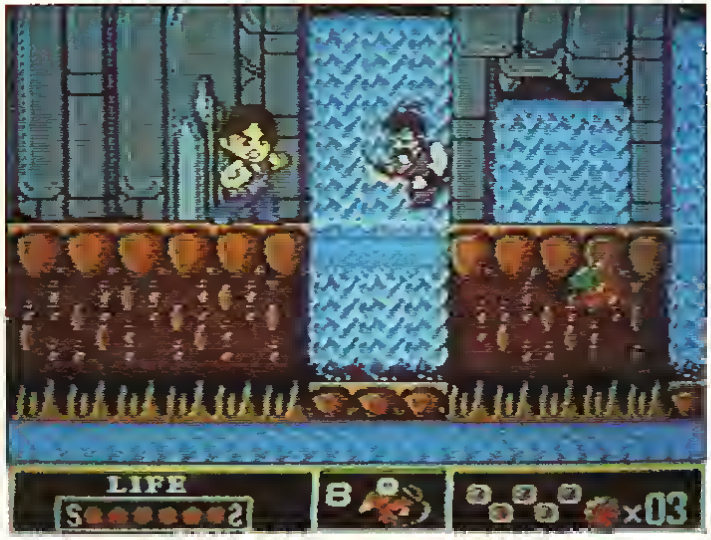
Choose your pod components carefully — not only can your ship carry only three at a time, but they can't be changed unless the pods are damaged or destroyed.

GP

Irem
8335 154th Avenue, NE; Redmond, WA 98052

Jackie Chan's Action Kung Fu

Brian Carroll



You can earn valuable items by defeating the droves of enemies that will assuredly come your way.

Jackie Chan, who starred in and directed several successful kung fu movies, now has a new claim to fame — he's the hero of a new game for Nintendo.



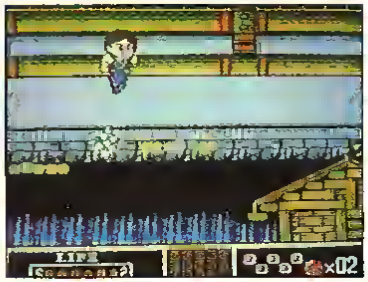
You have the opportunity to earn energy bowls and extra lives by uncovering the secret bonus stages scattered throughout the game.

In fact, the idea behind *Jackie Chan's Action Kung Fu* could easily be the plot for one of Jackie's campy kung fu flicks. It seems a great sorcerer has placed the hero's twin sister under a spell which caused her to vaporize into thin air. Jackie's mission isn't difficult to figure out — he must save his sister and sack the sorcerer.

The game has other similarities to Chan's chop-socky movies, too. It inserts a charming hero into a life-and-death battle against evil and incredible odds. We all know he's going to win — the only question is how. Like the films, *Action Kung Fu* is low on drama and high on mega-octane action. It's a *Super Mario*-like adventure that winds through several fast-paced stages and features a wide variety of adversaries.

You won't need to spend a lot of time developing intricate strategies. If you're an experienced game player, you know to determine an enemy's pattern before counterattacking and to take time out to find the soft spots on the screen — those places out of harm's way where you can safely plant your character while you catch your breath and plot your next move.

But if you're a newcomer to fast-action videogames, *Action Kung Fu* is a good one on which to cut your teeth. None of the opponents is overwhelming, and the techniques you need to know are fairly simple and



Be sure to time your jumps properly — often the object on which you're stepping is good for only one hop.



At this point in the game, the action begins scrolling right to left automatically. It's your job to keep up.



Navigating through this stage is difficult for three reasons: not only do the martial artists keep trying to poke you, but you're also faced with dissolving floors and with killer birds.

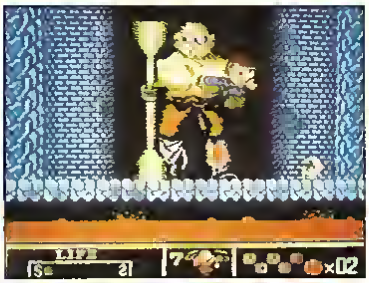
few in number. It should take only minutes for you to master jumping, punching, kicking, and crouching.

The most important of these skills is the jump-kick. Press the A button for the jump, then press the B button to add the kick. This technique is very effective against some of the level leaders who are immune to your jabs and punches.

It's also important to make some mental notes regarding the routes enemies take when approaching you. For instance, the killer birds that pop up throughout the game like to hover before flying toward you at eye level. You shouldn't waste your time on them until they start swooping because there's not much you can do with them until they're level with you.

Special attacks and psycho waves are invaluable. When a punch or a kick fails to inflict even minimal damage on an adversary, you know it's time for something special. Use a spin-kick, sky attack, or psycho wave and you should be on your way.

Hudson Soft's instruction manual provides some vital information—the button combination you need to get 99 continues. You'll need most — if not all — of these lives to finish this tough game. But with its vibrant colors, diverse challenges, and unique foes, *Jackie Chan's Action Kung Fu* is thoroughly entertaining to play.



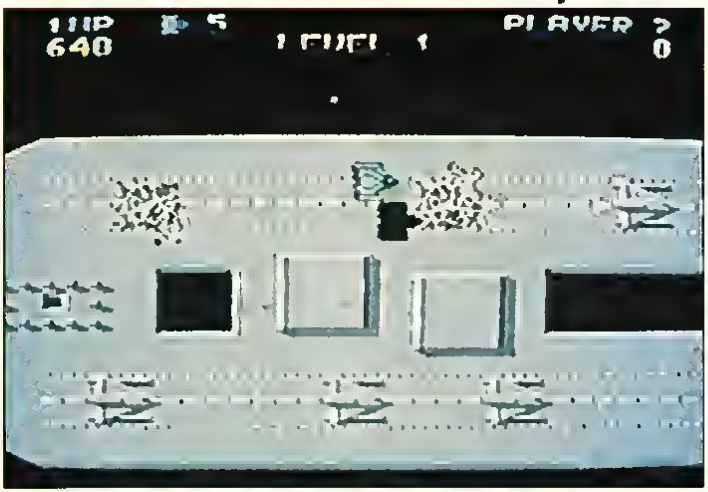
The expression on the Shaolin Giant's face should tell you that your strategy is working.

GP

Hudson Soft
400 Oyster Point Blvd.; Suite 515; South San Francisco, CA 94080

The Last Starfighter

Gary Meredith



In the early stages of the game, the waves of fighters aren't very numerous, so you have more time to concentrate on the fighters still parked on the command ship's runway.

Your mother always told you not to waste your time and money playing that arcade game. Of course, how could she know that all this time you were actually feeding quarters into an intergalactic battle simulator?



Enemy fighters have a nasty habit of attacking from behind, no matter which way you're headed. Somehow, they seem to sense that you only possess forward-firing lasers.

Designed by Centauri, an alien recruiter for the Star League, the "Starfighter" arcade game was placed on Earth to test potential Starfighter pilots for the League's war against Xur and the Ko-Dan armada. And your high scores have garnered an invitation for you to lay down your life in defense of a bunch of aliens you've never met on a planet you've never heard of.

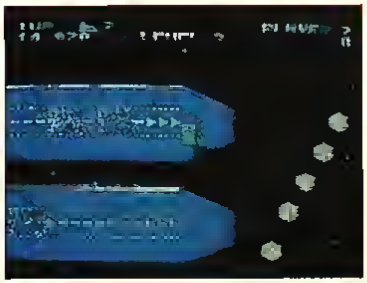
Xur, the renegade son of the emperor of Rylos, has made a pact with the Ko-Dan, a race of nomadic pirates. By the time Centauri manages to get you to Rylos, all but one GunStar of the Starfighter force has been destroyed. With but a few minutes of instruction, you must battle Xur's forces—one man and one ship against the galactic forces of a mighty leader.

Centauri made it all sound so easy — just destroy the Xurian fighters, then the command ships. But he didn't mention that the fighters advanced in seemingly endless waves, or that there were 15 mine-laden command ships, each one more deadly than the last.

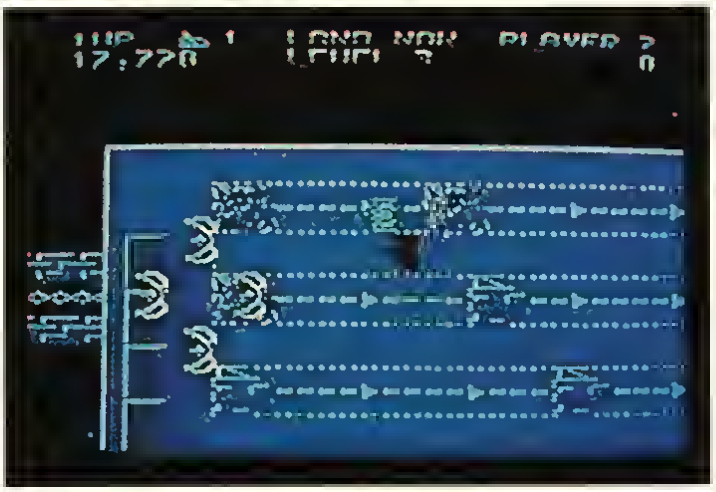


You must also keep a sharp eye out for any protruding structures on the deck of the command ship. Generally, anything that casts a shadow is something you want to avoid.

You do have a few advantages. Your GunStar fighter is more advanced than its Xurian counterparts,



Destroying one of these fighters earns you 200 points, but if you can destroy all the ships in this wave, you pick up another 100 points.



When you receive the "land now" notification, look for the fuel rod chamber entrance and land. You can enter only from the left, so you must double back if you've already passed the entrance.



Mines released by the command ship can't be destroyed, but they can be outmaneuvered. Keep in mind that they only exist for a short time and must actually hit you to do any damage.

with higher maneuverability, more powerful laser weapons, and greater speed. You can earn from 100 to 1,000 points by destroying an enemy fighter, and you receive an extra 100 points for taking out all the ships in a wave. If you nail a fighter while it's still on the runway, you earn 200 points, while other surface objects are worth 50 points.

Unfortunately, enemy fighters are not your only worry. The command ships have their own defensive mines, ones that can't be destroyed. These mines do, however, have a very limited life span, so the odds of avoiding them are in your favor.

Once you've eliminated most of a command ship's defenses, you're given the order to land and enter the fuel rod chamber. There you earn bonus points by hitting the A or B button on your controller in unison with the indicator lights. The command ship vaporizes, and you proceed to the next ship while points are added to your total.

When your score reaches a certain level, you're admitted into the Starfighter's Hall of Fame. Don't rest on your laurels, however — Xur and the Ko-Dan mean business, and they throw everything they have at you in the final scenes.

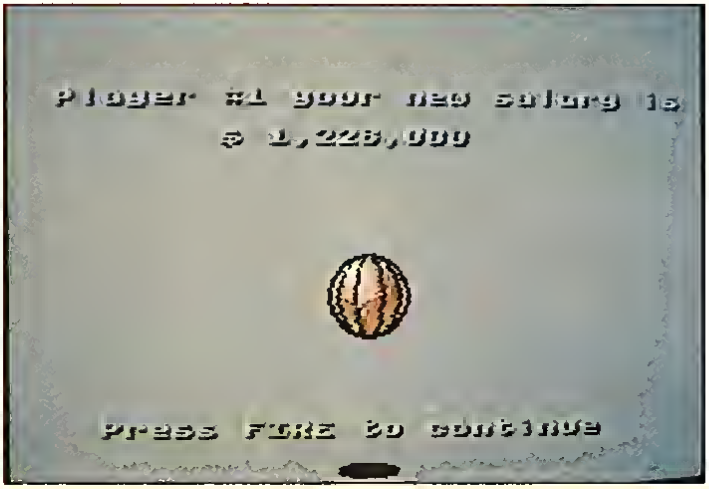
The Last Starfighter is a scrolling arcade game of the classic kind. There's not a lot of graphic variety for a game based on a visually exciting film, but when you're zipping through the screens as fast as you do here, you don't have time to enjoy the scenery anyway. If you like your action nonstop, give *The Last Starfighter* a try.

GP

Mindscape
(a division of The Software Toolworks)
19808 Nordhoff Place; Chatsworth, CA 91311

Magic Johnson's

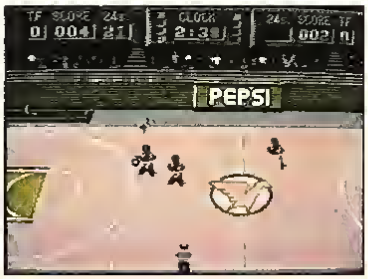
Brian Carroll



The team gets a raise in salary after each win. The amount depends on how well the team performed and at what skill level the game was played.

Magic Johnson's destiny undoubtedly includes immortality in the Pro Basketball Hall of Fame. As a member of the Los Angeles Lakers, he has been a major force in the NBA for more than a decade.

When an athlete like Magic endorses a videogame, there is a high level of expectation. So does *Magic Johnson's Fast Break* meet the lofty expectations? Yes and no. Is it a lot of fun to play and sufficiently challenging for gamers of various skill levels? Definitely. Is the game an accurate simulation of the sport of basketball? Not even close.

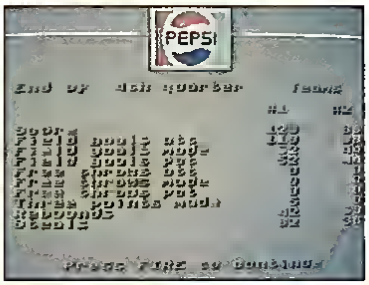


To steal the ball, get in close and press the A button on your controller.

Fast Break's major departure from the sport of basketball is its focus on stealing the ball. Scoring is the easy part. The trick is holding onto the ball long enough to get off a decent shot. As you venture into the more advanced skill levels, getting off any shot at all will be a relief. In fact, getting across the half-court line is no small accomplishment at the game's professional level.

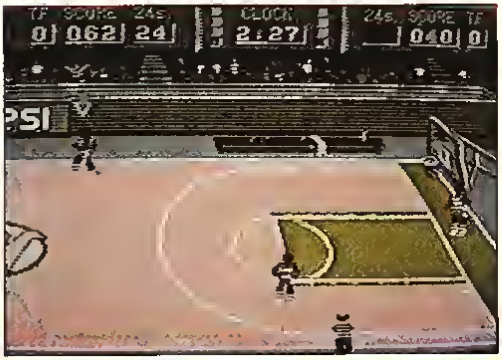
But all in all, the overemphasis on stealing the basketball doesn't detract from the game. It simply forces players to shelve preconceived notions of how basketball is played. Once you agree to play on its terms, you can be free to revel in the full-court two-on-two action of *Fast Break*.

If you're playing against the computer, there's one play you need to know. On inbound passes after an opponent's score, send your receiver the length of the floor. Just before your five-second limit runs out, pass the ball to him, even though he will have disappeared from view. Your man should have an open lane to the basket. This play is particularly effective at beginner and advanced levels.

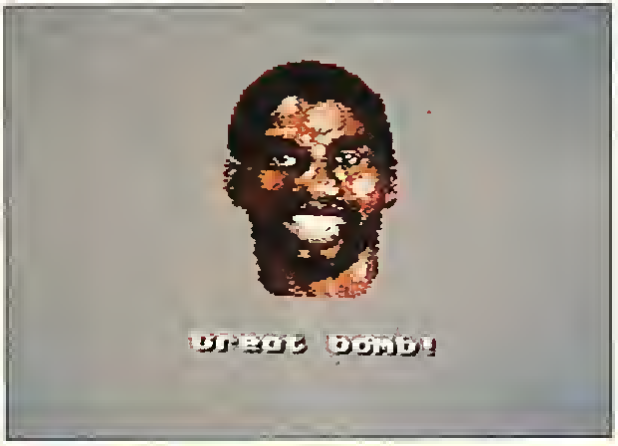


Statistics for both teams are displayed between quarters

Fastbreak



Send a player the length of the court after a basket is made and try the throw-in just before a five-second violation is called. Your man will be open for an easy lay-up almost every time.



Magic punctuates successful three-pointers with words of encouragement.

Whether you're playing the computer or a friend, three-point shots are also a key ingredient to any recipe for success. It doesn't matter how closely you're being defended or how far away you are from the basket — just send them flying. Field-goal percentages are random.

A liberal passing attack is also recommended. The defenders swarm your ball-handler like bees on honey, so keep the ball in the air. Try to space your players far enough apart so that the ball isn't picked off, and don't try make a pass once a defender is right in your face. The ball will end up in the wrong hands every time.

GP



A healthy dose of three-point bombs is recommended in this game.

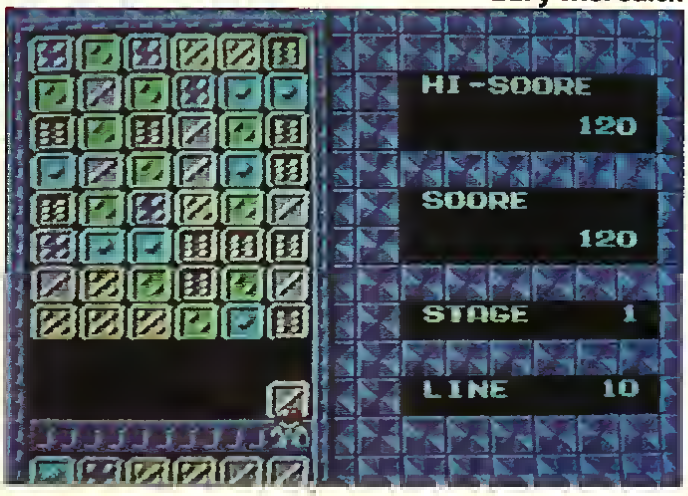


The referees are unpredictable, so don't worry when a foul is called — keep playing an aggressive game.

Tradewest
2400 S. Highway 75; Corsicana, Texas 75151

Palamedes

Gary Meredith



Essential tactics of *Palamedes* are knowing the number you need and the quickest route to that number.

The flashy graphics and non-stop action of role-playing adventures and scrolling shooters seem to get all the attention in the videogaming world. But it's the simpler games that seem to have the real staying power — just look at the evergreen *Tetris* as evidence. *Palamedes* is a new attempt at becoming a gaming standard.

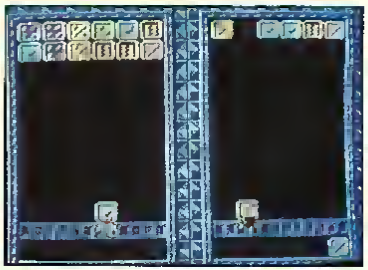


In *Palamedes*, you change the "shooting" die to match the object die, then fire. The best strategy is to destroy as many dice as you can with the least amount of changing.

At first glance, *Palamedes* even looks a bit like *Tetris*, but only a bit. The basic premise — to clear rows from the board before you run out of room — is the same. The difference, however, is in *how* you clear the rows, which in *Palamedes* are made up of various dice. As these rows drop from the top of the board, it's up to you to clear the rows with a single moveable die at the bottom of the board. You clear the rows by changing the number on your "shooting" die to match the different dice in the rows.

As with *Tetris*, a premium is placed on the ability to plan ahead. It may be even more critical in this game, where the rows move fairly quickly — even from the start of the game. It's very important that you eliminate the greatest number of dice with the least amount of shooting-die switching, or else you'll find yourself crushed by the onslaught of ever-advancing rows of dice.

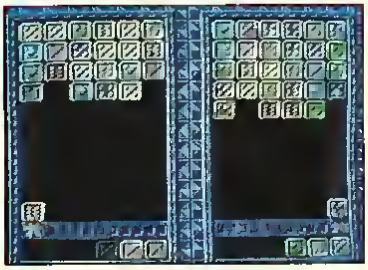
Also, after playing for awhile, you'll be able to judge the position of the shooting die, and so move to the next number you want in the minimum amount of time. After the first few rows, you'll discover that even a fraction of a second's difference in



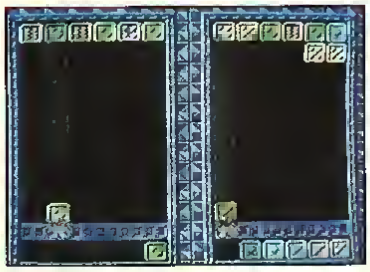
In the two-player games, the basic idea – to clear advancing rows – is the same, but the strategy changes a bit.

finding the right matching die can make or break you.

Palamedes includes a standard single-player mode, as well as match and tournament modes. When you're competing against another player, your strategy changes a bit. Rather than simply destroying dice in a random order, you should try to make poker hands (by clearing multiple rows at one time).



By clearing rows to create poker hands, you're also adding to your opponent's problems by giving him more rows to clear.

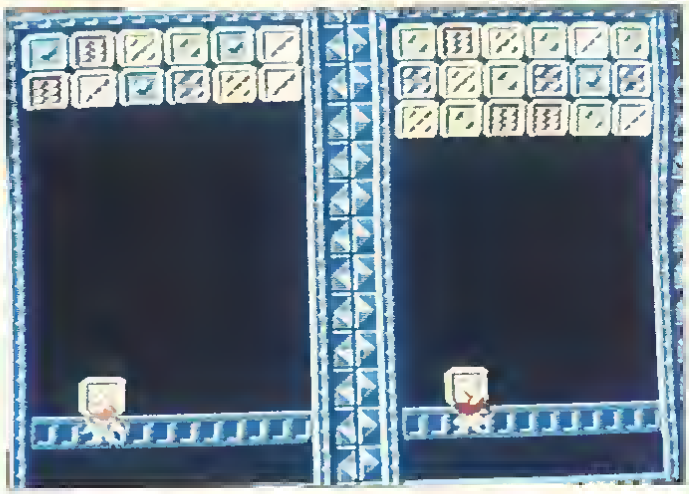


To adjust for the differences in skill and experience levels, better players can be handicapped with extra rows

Getting a good hand not only eliminates those rows from your side, but it also adds extra rows to your opponent's board. With this added dimension, it's probably best that you don't attempt to play a match until you've become fairly adept at the simple solitaire game. While the tournament play provides for a handicap option so that players of different skill and experience levels can compete, the complexities of head-to-head play can be extremely frustrating.

Whether *Palamedes* can attain the heights of popularity reached by *Tetris* isn't really the issue. Taken on its own merits, *Palamedes* is a game that the entire family can enjoy, as both a single- or a multiple-player game. It has all the requisite ingredients of the genre — simple rules, colorful graphics, addictive play — in a game that can easily be played for a few minutes or a few hours at a time.

GP



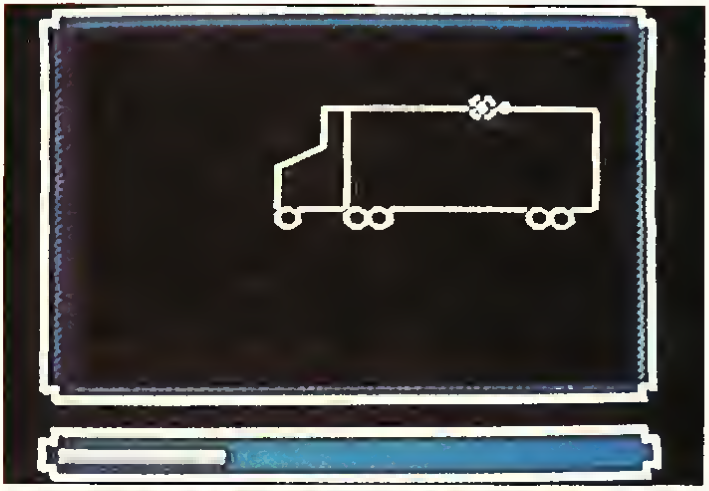
In the two-player games, you still must concentrate on clearing your rows, but once you've gained some experience, you should add to your opponent's rows, too.

Hot-B

1255 Post Street; Suite 1040; San Francisco, CA 94109

Pictionary

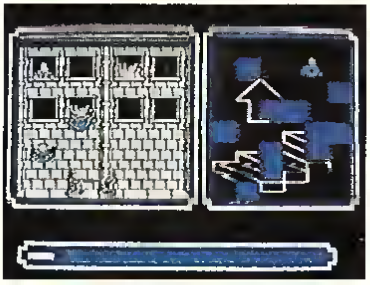
Brian Carroll



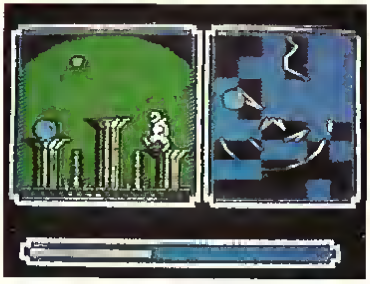
Select the "Alternative Game" option to draw whatever you want.

The latest board game to go from coffee tables to the Nintendo game system is *Pictionary*. In the board game, a long-time party favorite, the object is to sketch out clues to a word or phrase. The videogame version is a variation on that theme. It gives you three options: You can tackle the computer's pre-drawn pictures, try to decipher a "mystery picture," or duel a friend with your own drawings.

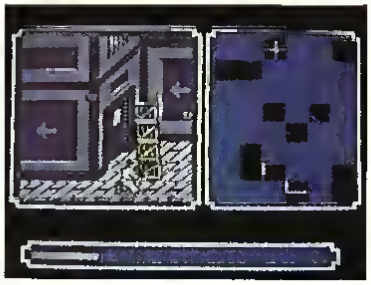
Before tackling the computer's drawings, you first have to play one of four arcade-style games. One of the games requires you to stand below the windows of a burning building and catch children jumping from the building to avoid the flames. For each person you save, one block of the computer's drawing is uncovered. After your arcade-game time runs out, you're given 60 seconds to guess the drawing.



There are four ways to reveal the computer's drawings: rescuing the residents of a burning building...



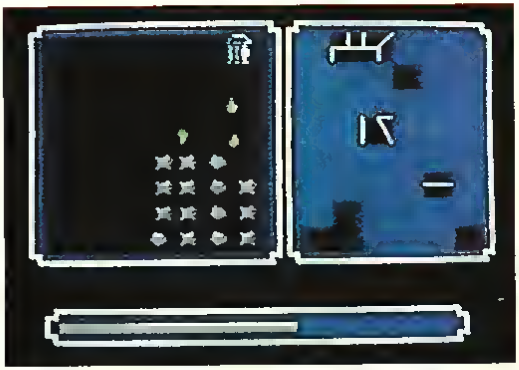
recovering blue spheres produced by space-age pipelines...



...carting crates from one side of the screen to the other...

One of the other three games is a *Space Invaders*-type shootout. In another, you're a spacesuit-clad sanitation worker collecting blue globes as fast as a pipeline can spit them out, and in the last, you must haul crates from one side of the screen to the other while being harrassed by ricocheting balls. The arcade sequences appear at random.

It can be difficult to guess the



... or zapping rows of alien bugs.



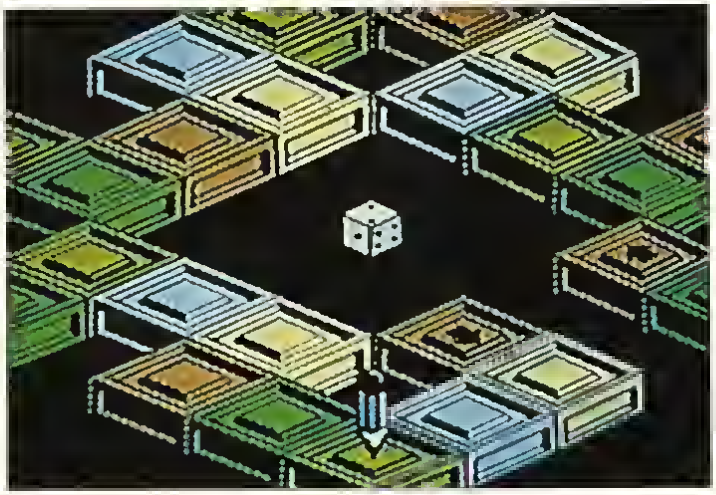
After completing one of the arcade sequences, you get 60 seconds to identify the drawing

computer's drawings because the renderings don't always look like the everyday objects they represent. For example, the computer might represent a hole as a large circle with a small circle inside. Obscure at best. But you're given the number of letters in the correct answer, which makes filling in the blanks a lot easier.

To draw your own art works, you use a device that works like an Etch-A-Sketch. Although you need a delicate hand, you should be cranking out masterpieces suitable for display on the family refrigerator in no time. You can spend some time in a practice session before actual competition begins

Like the board game, the computer version's biggest asset is its expansive repertoire. Even after hours of play, you shouldn't see the same clue show up twice. So don't worry too much about anyone gaining an edge as a result of repetition.

The graphics in *Pictionary* are a bit drab. What could have been a colorful presentation of images is merely a collection of black-and-white line drawings. The graphics in the four arcade games are a little better. The greatest frustration with *Pictionary*, however, is that the correct answers to the puzzles are never given. When time expires, you simply move on to the next puzzle without learning the seven-letter word that had you pulling your hair out.



After correctly identifying a drawing, roll the die to see how many spaces you get to advance.

GP

LJN
(a division of Acclaim)
71 Audrey Avenue; Oyster Bay, NY 11771

hot hits

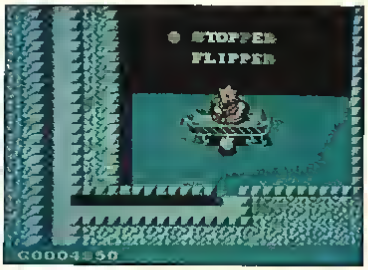
Pinball Quest

William R. Trotter



Don't forget to move your flippers *up* each time your ball goes to a new level — and do it quickly.

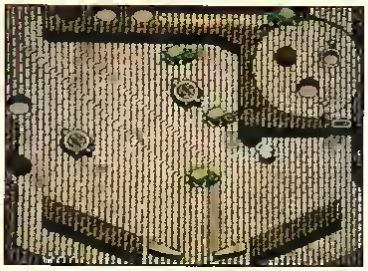
Pinball is *the* classic American arcade amusement. When video-gaming began its great evolutionary surge in the 1980s, pundits predicted the demise of stodgy old pinball games, but in fact just the opposite has happened — video and computer technologies have driven pinball design to new heights of sophistication and glamour. And today's pinball wizard can own, thanks to that technology, an entire library of different pinball games — something only the wealthy could afford even a decade ago.



At the impo black market, you can buy (or steal) special flippers and stoppers. Use them wisely if you want to succeed in your quest.

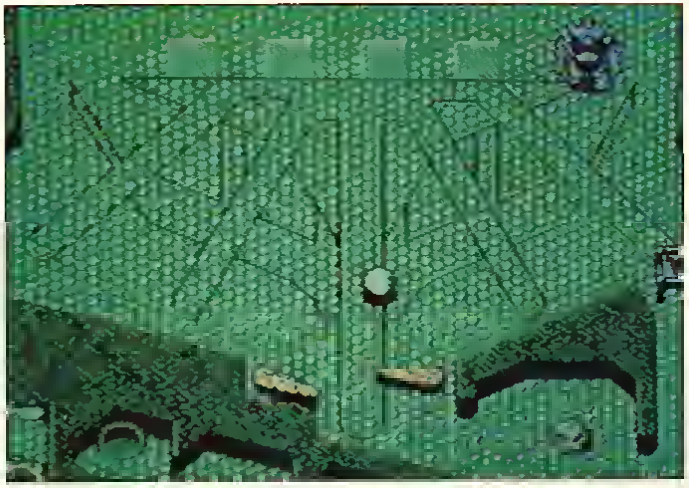
Every pinball-lover should take a look at Jaleco's new *Pinball Quest*, though you're likely either to love it or hate it. Realistically, by trying to be *both* an exciting quest adventure and a great pinball extravaganza, the game falls short of both goals. But fans of both genres, on the other hand, can have their cake and eat it, too.

Certainly, the basic idea is clever, one of those why-didn't-somebody-think-of-this-sooner concepts that come along every now and then. The game is structured like a typical Nintendo quester, even down to the kidnapped-princess cliche. But instead of using swords and magic spells to battle your opponents, you use the pinball itself as a weapon. And instead of the flashing bumpers and knock-down targets of a conventional pinball playing field, you smash the ball into obstacles and monsters.



On the second level, try to shoot straight up the middle.

You'll have to be a pinball master to shoot your way through six colorful levels of intense pinball action, set in dungeons, graveyards, and castles. Even if you're a sharpshooter on most "normal" pinball games, you'll find



If you hit these little critters perfectly, they'll carry the ball to the next screen

your skills tested in new and challenging ways — it requires a twist to use the ball in unorthodox situations.

As you advance, you must use the directional pad to transfer your electronic flippers from one level to the next, or to drop them quickly in case your ball falls back a level. This is



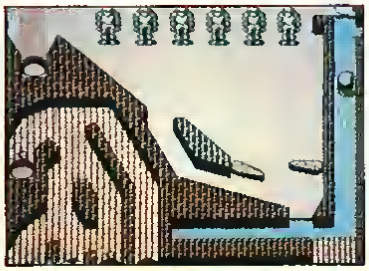
In addition to the role-playing scenario, *Pinball Quest* has three enjoyable bonus games, making it a virtual one-cartridge library of pinball entertainment.

something that takes some getting used to, since in most pinball simulations, the flippers are just *there* when you change screens.

After you clear a stage, you have a chance to visit the black market of the imps, where you can use the gold you've accumulated to purchase special stoppers and flippers. These are *Pinball Quest's* equivalent of power-up bonuses. Without strategic and well-timed placement of these powerful devices, you probably won't get very far in your quest.

If you happen to be short of gold, but you still need those extra bumpers, you can try your luck at stealing from the imps. It's a gambler's option, since you have only a 50-50 chance of success. Win, and you can loot an assortment of flippers and stoppers; lose, and the imps penalize you by taking half of your remaining gold.

Jaleco has tried to give maximum value with this game, an attitude that



You must get your ball into the little boat in this stage — it carries you to a confrontation with the boss

can only be applauded. In addition to the main quest, you also get three single- or multi-player pinball games. These include a game of pinball golf, a brightly colorful circus game, and a four-player sports-oriented game — worthwhile entertainments on their own, as well as substantial bonus to the main program. All the simulations feature bright graphics in the best pinball-art tradition, and the electronic action of ball and flipper has a nice "positive" feel to it.

Pinball Quest may not be a game for everyone, but it's a fresh concept, handsomely executed, and its manufacturer has given generous value for the consumer's dollar. Buying this game really is like getting a whole library of pinball games for the price of one. Give it a try.

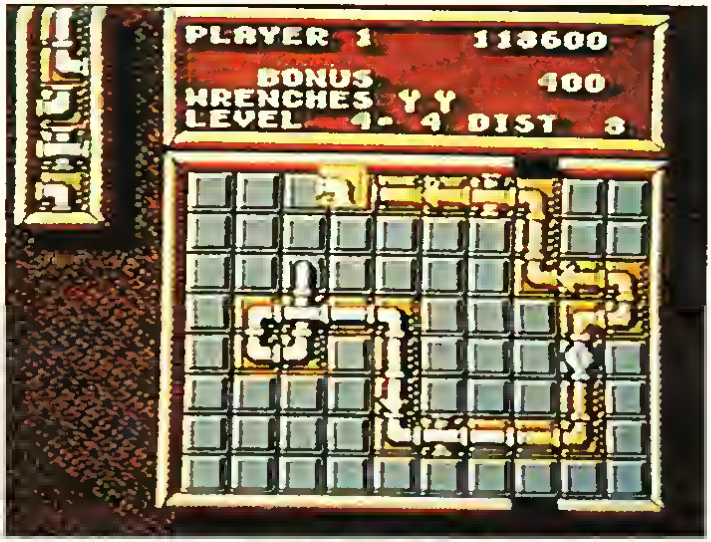
GP

Jaleco

310 Era Drive; Northbrook, IL 60062

Pipe Dream

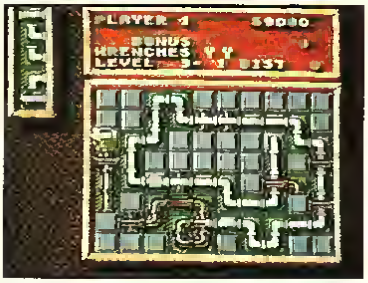
Leslie Mizell



Build your pipeline so that you can incorporate any reservoirs or special pipes. A reservoir not only slows down the flooz because it takes several seconds to fill, but each one also adds 200 points to your total. One-way pipes are worth 100 points

The plot of *Pipe Dream* is farfetched even for Nintendo, where the bizarre is not only expected but encouraged. Then again, the plot may not actually be that farfetched after all — although plumbing isn't as popular a Nintendo profession as ninja expert or soldier of fortune, millions have played Mario the plumber in the *Super Mario* adventures.

There's no princess-rescuing for you in *Pipe Dream*, however. Who has time for damsels in distress when the sewer's this full of clogs? Luckily, there's a substance called *flooz* that you can drive through the pipes to clean them out. There's only one catch — you must construct an emergency pipeline with spare pieces before the flooz can do its job.

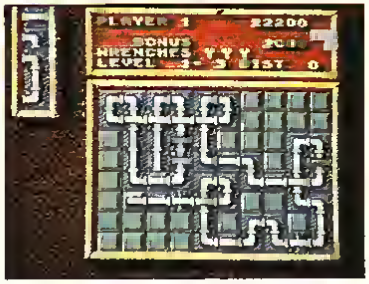


Try to place pieces that don't immediately fit into your pipeline where you think they'll fit in a move or two. Though you lose 100 points for every piece you place but don't use, you're penalized 50 points for every piece you blow up.

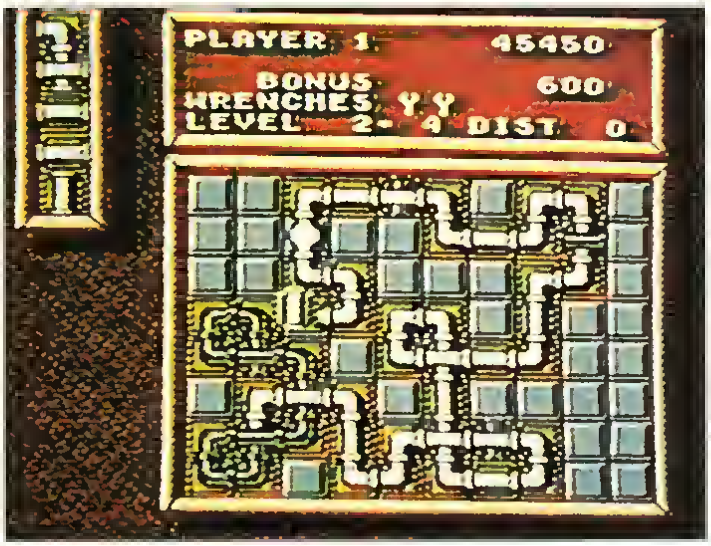
You start constructing your pipeline from a set point on a grid, with the available spare pieces stacked on the left side of the screen. These include curvy pieces leading left or right, vertical and horizontal pipes, and crosspieces through which the flooz can flow both ways.

There's a set number of pipe pieces which you must successfully place on each grid, and a time limit before the flooz starts flowing through the maze you've created. A pipe that is placed but doesn't connect to its adjacent piece can be blown up with a point penalty.

The key to high scoring is to look beyond the immediate piece and try to place pipe several squares ahead. The more complex your pipeline, the more points you'll score. Normal pipes are worth 50 points each, and one-way pipes are worth 100. If your pipeline includes reservoirs, you can add 200 points. Incorporating tunnels adds 800 points, and pumps are worth 1000 points. And if you place reservoirs, pumps, tunnels, and end pieces in a loop formed by a crosspiece, you can at least double your score, and can multiply it by as much as eight.



Always try to leave room around a crosspiece so you can drive flooz through it in both directions. You get 100 points multiplied by the level number for the first loop, and all other loops earn that score plus 100 multiplied by the number of special pieces on the grid.



When you've gone as far with your pipeline as you can, rush the flooz through the remaining pieces by pressing the Select button. Every piece the flooz oozes through from that point on is worth double points.



The bonus round can be tricky because of the slight lag time between pushing down on the directional pad and having the piece fall into place. Don't be surprised if your pipe falls into the wrong position once or twice before you adjust to the timing.

Each of the 16 levels in the game has four rounds, so that's quite a lot of pipe to lay. Though your pipeline must include a set number of pieces, you can fail three times before the game is over. There are also three different types of games to play. In the standard game, you have four rounds for each level. In tournament play, you only play one round per level. And in one-shot play—a mode for competition—you play only one round of your choice.

Pipe Dream is a game that is different every time you play, and more fun the 70th time than the first. Our only gripe — and it's a small one — is that there aren't enough special pipes and obstacles early on (although you can stage-select in the standard game). Using the reservoirs or end pipes and avoiding the obstacles adds just the right amount of challenge to keep players interested after they've mastered the basic art of pipeline-building.

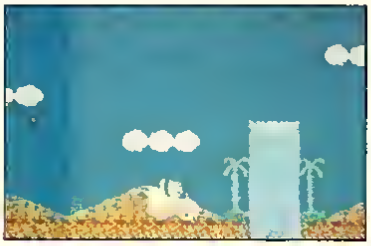
GP

Bullet-Proof Software
33315 154th Avenue, NE; Redmond, WA 98052

Puss n' Boots — Pero's Great

Lisa F. Sahlie

Little Pero got himself into more trouble than he bargained for when he spared the life of a mouse. Not only did he violate the feline code of ethics when he failed to kill the mouse, but he also went against Count Gruemon's direct orders to remove the rodent from his castle.



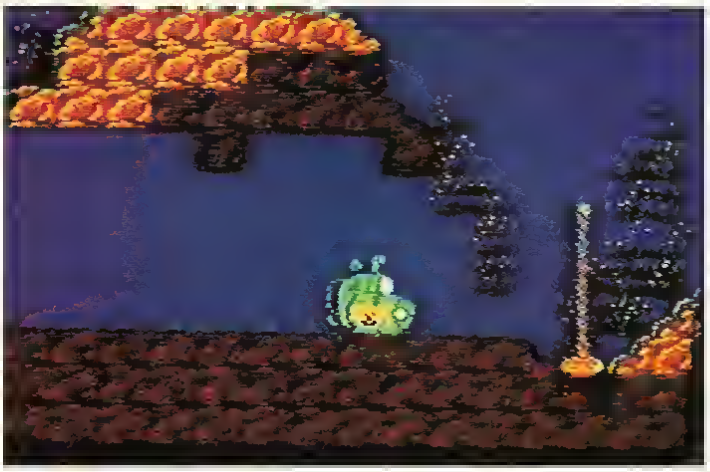
Luckily, your car is equipped with special tires so you can jump this spring of water.

But poor Puss n' Boots didn't deserve his punishment — being trapped in a different time by Count Gruemon and Dr. Gari Gari. Certain feline assassins from the cat kingdom have followed him, planning to kill him for breaching the code of ethics.

Though traveling through time is supposed to be punishment, Pero gets to see some interesting parts of the world. The enterprising puss also finds



Staying close to the frog's mouth is dangerous, but it gives you a better chance to drop missiles into his wide mouth



Use your torpedoes to break through the rock under the sea — but watch out for the giant seaflowers



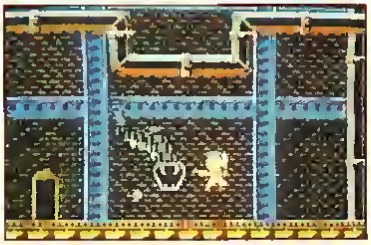
On Pero's visit to London, he won't get to see the queen, but he *will* see her guards — a lot more closely than he might wish.

special vehicles and weapons to improve his chances of survival. So as he travels in outfitted cars, steamships, submarines, airplanes, and hot-air balloons, he's armed with guns, bombs, and boomerangs, too. Throughout his journey, the brave feline can pick up bonus icons which can restore his energy, give him extra points, make him invulnerable, or provide an extra life.

You direct Pero to seven locations, beginning in the Old West, where he needs a steady aim with his six-shooter to get rid of robbers and collect their money. Next, he must captain a small steamship on its journey across the ocean while lightning bolts flash across the sky, sharks attack, and pirate ships approach.



Naturally, you won't want to get too close to the blue demon's extra-large sword.

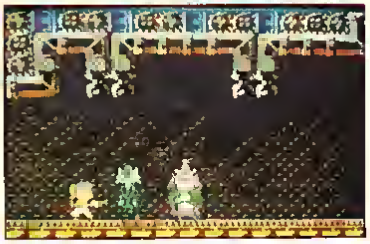


You can get rid of this aggressive snake without much bother, but only if you act quickly. Drop bombs on the reptile to finish him off.

After reaching a tiny island, Pero takes a submarine through perilous waters on the way to fighting his first boss, an oversized robotic frog. While the frog spits tadpoles, you should fire bombs into its mouth. When the frog is another restaurant entree, Pero is off again, freewheeling across the Arabian desert in a car. Hit the cat symbol in this stage to earn an extra life.

Next, the feline takes to the skies in an airplane — but he won't have a chance to enjoy the wild blue yonder because lightning bolts, a giant buzzard, and a UFO threaten to ground his career. After a safe landing it's on to London, where killer cats await and a giant blue demon wielding a huge sword hopes to make mouse-food out of our hero.

If Pero survives, you take to the skies again, this time in a hot-air balloon. His final challenge comes in New York, where he'll face Dr. Gari Gari and Count Gruemon.



You've finally reached Dr. Gari Gari and Count Gruemon. Pero will be freed from his time travels if he destroys them.

Puss n' Boots is an enjoyable adaptation of a classic fairy tale. Despite its weaponry, it was designed for younger players, and even the enemies are cute. An added bonus for novice players is that you can continue the game three times (with three lives each time) before you start back at the beginning. The engaging simplicity of the game should please Nintendo's newest players.

GP

Electro Brain
573 East 300 South; Salt Lake City, UT 84102

Silkworm

William R. Trotter



Despite the greater number of hits it takes to knock out the bosses, the two-player mode really makes this game come alive.

In an effort to abolish war forever, mankind has created a powerful artificial brain, the MHC2, designed to judge all quarrels and settle all disputes. But somehow the MHC2 has overridden its programming and succumbed to delusions of grandeur. It has issued an ultimatum: "Worship me as your god or *die*!"

To respond to this threat, the governments of the world have dispatched a deadly duo, the Silkworm attack helicopter and the Silkworm infiltrator-jeep. With you at the helm of one or both vehicles, your mission is to destroy the MHC2 before it dominates the world.

Although *Silkworm* can be played by a single person, the game really works best in its dual mode, when two players combine their skills so that one controls the jeep and one the helicopter. You begin with three vehicles, with an additional jeep or helicopter added when your score reaches 50,000 points.

Both jeep and chopper are equipped with a two-directional cannon. By picking up the Twin Sphere bonus, you can double your firepower, and the Turbo Card gives you a dramatic increase in speed and maneuverability.

You can't get access to the extra-powerful bonuses until you've collected those two, but once you have them, you can try for an Eagle Emblem, which is worth 100,000 points, or the coveted Condor Emblem, worth a cool half-million points.



Land mines are easy to spot — they pulsate in the ground

Enemies come at you in seven waves, plus one climactic mega-confrontation at the game's conclusion. The resistance value (the number of hits it takes to destroy the boss targets) is higher in the two-player mode than in the single-player option. Each boss has a hard-to-hit weak spot, but you can discover where it is by watching for a white flash when you're shooting at the spot. You can also study the helpful diagrams in the instruction booklet, which have little arrows pointing in the direction of the best place to aim.

Destroying enemy land mines should be among your highest priorities. Whenever you demolish one, you unleash a force field that surrounds your vehicle with an energy shield, rendering you invulnerable for a few seconds.

When two mines are close together, there's another trick you can do. First, surround your vehicle with one energy shield, then scoot forward and touch the next mine. Its force field



After you sweep down and hit the mine to become invulnerable, you can ram that enemy chopper and get a Twin Sphere or a Turbo Card.



The boss flashes white when its vulnerable spot is struck, so pay attention.



Use the directional pad to aim the jeep's guns. It's tricky and takes some practice — especially when you're trying to go airborne to pick off some mines.

will turn red, explode, and blow away every enemy target on the screen. While you're protected by a shield, you can also ram enemy targets with impunity — a tactic you almost have to use if you hope to get through certain screens. If you're driving the jeep in the single-player mode, you may need to pull the vehicle into the air, tilt its nose down, and fire from mid-air in order to detonate the mines.

Some dangers — the Venom and Silkworm missiles, for example — can't be destroyed, only avoided. You're likely to encounter them only towards the end of a level, when the off-screen boss launches them at you. If you're in the chopper, stay low, if you're in the jeep, you can always try jumping.

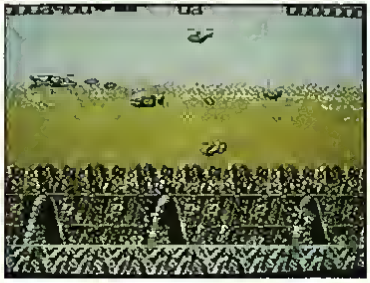
As a one-person shooter, *Silkworm* may prove too frustrating for some players since the game is rather stingy with its bonuses. In the two-person mode, you not only have a fighting chance, but you can also work out some real strategies for dealing with what you encounter.

You get two continue options per game. Each one lets you resume play at the start of the current wave. All three vehicles are restored, but your score is not.

GP



The bosses shoot missiles from off-screen with no warning. All you can do is memorize their paths and keep out of their way.



Destroy tri-cannons as soon as you can — they really make things difficult once other targets appear on the same screens.



Land on a mine, become invulnerable, then descend on the next one and blow all your enemies off the screen.

American Sammy
2421 205th Street; Suite 104; Torrance, CA 90501

Super Spike V'Ball

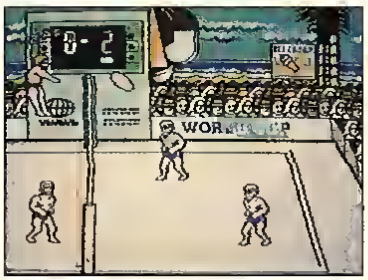
Lisa M. Bouchey



You can serve the ball while you're standing still, or do a jump serve. The more you practice, the better you'll be.

Super Spike V'Ball is professional beach volleyball at its sandy, sunny best — just the thing to warm up those chilly autumn nights. And the hottest thing about this volleyball game is the competition you face. You can play against the computer or hook up an NES Satellite system to set and spike against three of your friends.

Warm up with a few practice games before you face contenders on the American Circuit, or — if you're really up for a challenge — play the masters of the game in the World Cup.



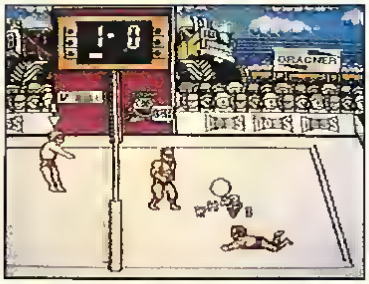
It's easy to grab the lead over the computer with a super spike early in the game.

Timing is everything, whether you're blocking spikes, digging balls out of the sand, or smashing returns that rocket by your opponents. The trickiest shot is the super-spike option.

To hit a super spike, jump and press the B button three or more times while you're in the air. When your hand starts to glow, hit the ball with the A button and the blast should knock your opponent off his feet. Don't forget to keep your eye on the ball. Even though super spikes are nearly impossible to deflect, expert blockers who are also quick on their feet can smash the ball back across the net.

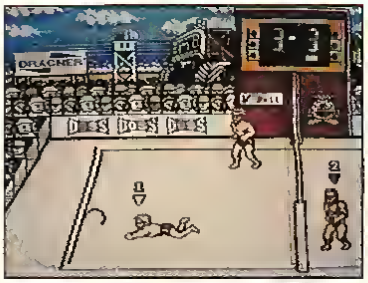
The players in *Super Spike* aren't exactly the tanned California-types you find in Ultra's *Kings of the Beach*, but if you pick the team that matches your reflexes and style of play, you should go all the way.

George and Murphy are past champions and well-balanced players — the best team to select if you're just getting your feet wet. Al and John, former soldiers, are packed with power, but poor on defense and slow on their feet. If you hope to be successful with the super-spike option, you'll want these guys on your team.

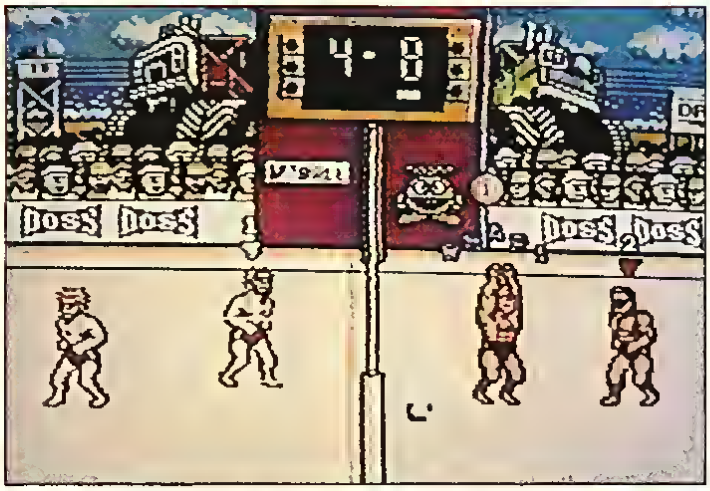


If you aren't close enough to the ball when you try to hit it, your player automatically dives for it.

Billy and Jimmy are excellent on defense because of strong back-



But don't plan on digging the ball out of the sand — the ball is easy to miss while you're diving.

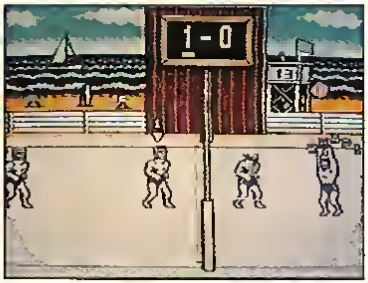


To beat the computer, play near the net and let the computer play back. Guard the net and bat the ball down when the computer tries to spike.

grounds in the martial arts. The missing part of their game is spiking power. Use this team for defense against teams that like the super spike. And don't forget Ed and Michael, the quickest pair on the v'ball court. Their strength is only average, but if you're having trouble getting to your opponents' shots, go with this team.

No matter which players you choose, remember that teamwork is important. Working with your partner is more effective than being a ball hog — and you'll score more points working together. The key to winning big in *Super Spike V'Ball* is practice. Play a few games in the exercise mode to get a feel for the game before you dig in for world-class competition.

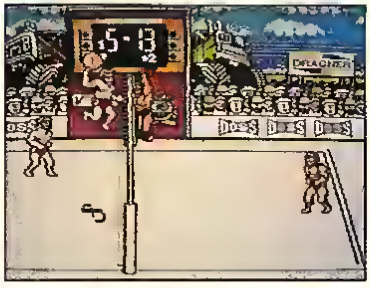
GP



Practice against the toughest opponents possible — you'll learn the moves quicker and move on to bigger victories.



Remember that in beach volleyball, the ball can be hit only up to three times on each side.

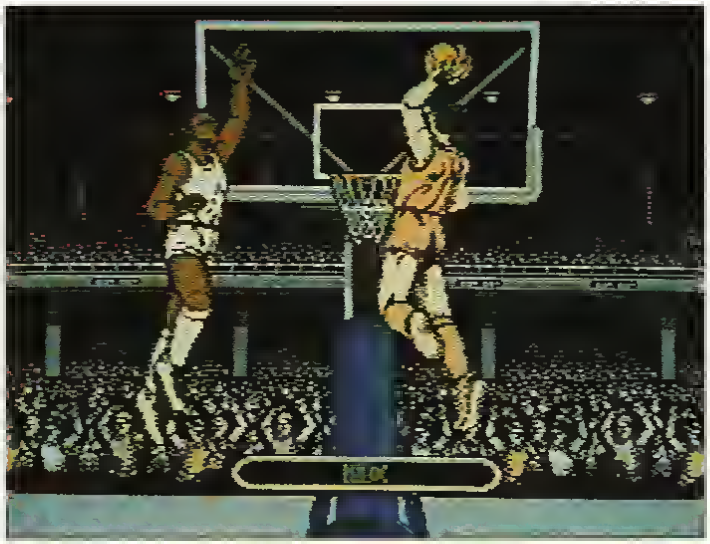


To block a spike, get your player right next to the net where the spike is about to occur and press the B button to jump.

Nintendo of America
4820 150th Avenue, NE; P.O. Box 957; Redmond, WA 98052.

Ultimate Basketball

Brian Carroll



Closeups are provided on slams, free throws, and three-pointers.

Ultimate Basketball might not be the *ultimate* basketball game, but it does deliver a solid, fast-paced court challenge. American Sammy should be saluted for treating the hardcourt sport with a refreshing dose of realism — especially in light of the number of basketball-with-a-twist games that hit the market during the last year.

The realism begins at the start. There are ten men on the court. Most simulations cut corners here because it's difficult to move ten players smoothly — and even tougher to keep them all in sync. *Ultimate Basketball* achieves the former, if not the latter. For example, although everyone is moving on an inbounds pass play, your teammates don't come to the ball, nor do they break downcourt for the long pass and an easy two points.

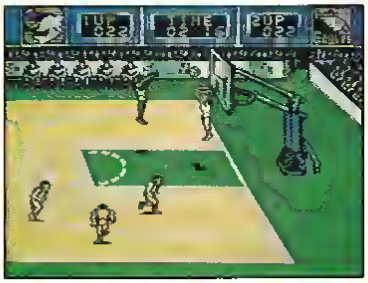
Overall, the action resembles what you might find in pickup games — which can be as exciting as any NBA contest. The teams don't really have specific offensive patterns or schemes, just varying degrees of speed, strength, and stamina.

The realism of *Ultimate Basketball* also extends to the way you approach the game, since you need some of the same skills required in real-life basketball. Make sure you're taking good shots, playing sound defense, and distributing the ball liberally.

The emphasis on shot selection is especially laudable. In most NES basketball simulations, it doesn't matter whether you launch shots from half-court or from directly under the basket — your chances of sinking one are about the same. Not so with *Ultimate Basketball*.

In this simulation, you're rewarded for taking good shots, and consideration is made for defensive pressure. In other words, deliberate play — both offensively and defensively — is rewarded. You should keep this in mind, especially when you get into trouble. For instance, if you're trailing by several buckets, try getting the ball into the hands of a good shooter so he can launch a few three-pointers. You can check out the team's roster to see who your sharpshooters are.

The closeup screens that appear on slam dunks, three-point shots, and foul shots add a bit of flair to the presentation. On the whole, these closeups are exciting, but it's disappointing that the defensive player in



Jump shots in the paint have the best chances of going in.

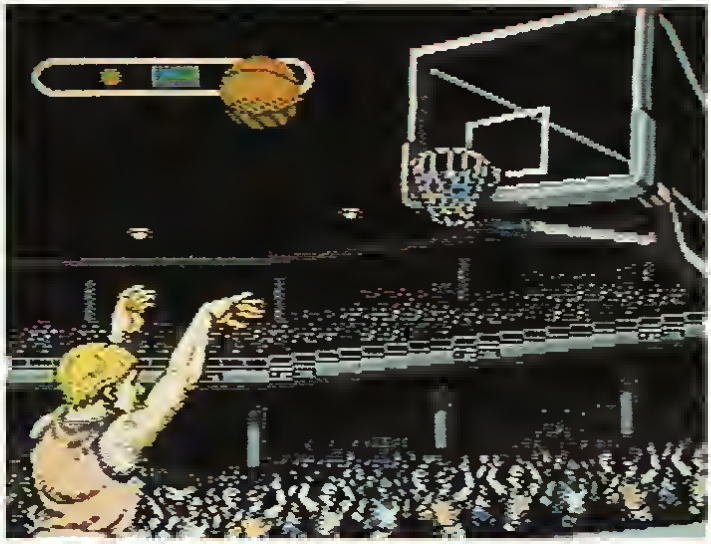


Each of the seven imaginary basketball teams has different strengths and weaknesses. The best of the seven is New York

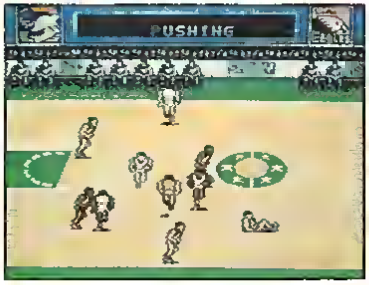
the slam sequence has no opportunity to block the shot. The dunker either stuffs it through or gets called for traveling.

The stamina meter, which is displayed as part of the roster screen, also injects some strategy into the game. As the players grow weary, their shooting percentages and foot speed drop off. So you'll need to monitor your starting five and shuttle fresh players in often — particularly in the second half of the game.

As with many available basketball simulations, *Ultimate Basketball* is a mixed bag. It unfortunately overemphasizes stealing the ball and the calling of touch fouls. This means you'll be harassed on offense by both defenders *and* the officials. But all in all, it's a strong simulation. **GP**



Try to launch your free throw as the moving basketball in the upper left is moving through the shaded bar



The refs call a tight ball game — too tight. You get slapped with charging fouls that are simply unavoidable.

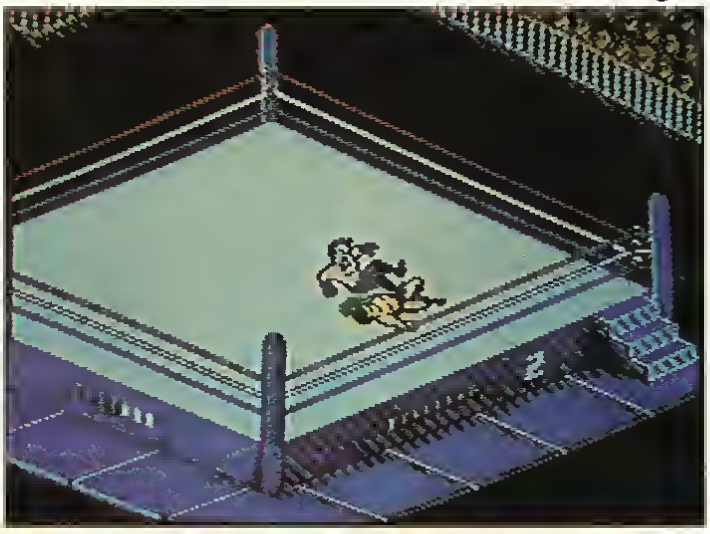


You can pick your own starting lineup and decide when to substitute.

American Sammy
2421 205th Street; Suite D-104; Torrance, CA 90501

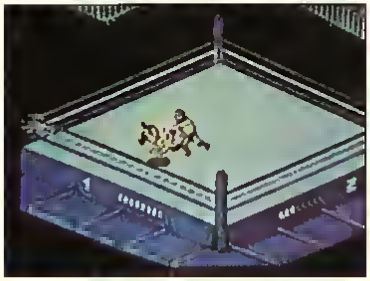
Wrestlemania Challenge

Jeff Lundrigan



When you're down, keep moving the controller pad to get back up — otherwise, your head's liable to get stomped on

Professional wrestling lends itself naturally to videogames. It's loaded with goofy, over-the-top action, and wrestling's stars are but a small step from caricatures. *Wrestlemania Challenge* borrows eight such stars from the WWF and drops them on the mat in a battle against your unknown wrestler or each other.



Nothing beats a good body slam for showing the opposition just who he's dealing with

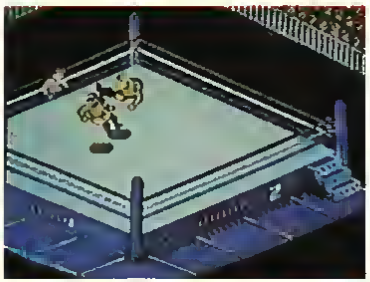
There are several different modes of play — one-on-one, tag-team, or a three-on-three survivor match. When you've decided your mode of play, choose which WWF character you control, or play as yourself and battle your way up the wrestling ladder. If you play as yourself and select single matches against the computer, you'll take on the WWF stars in an eight-match challenge for the world championship.

Before you get involved in a fight-to-the-finish, take some time and get used to making wrestling holds and throws with the controller. You have to match your directional pad to the sides of the ring, but since the ring is set up diagonally on the screen, it might take a little practice to get used to the up-down and left-right movements.

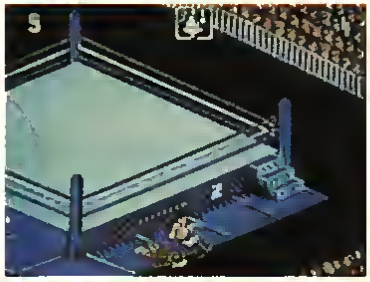
Each wrestler has his own set of moves, but it won't take too much variation on your part to throw any one of them. A quick tap on button A, for instance, throws a punch. Hold the button down and you unleash a special attack which varies according to the character you've chosen — headbutt, kick, face smash, or big foot.

Button B is a body slam from the front, but each star does his own move when attacking from the back — from a suplex to an atomic knee-drop. Make sure your B-button finger is in good shape — these are the attacks you'll use most often. Once your opponent is down, don't hold back — jump on him for good measure. When it's your turn to kiss the canvas, you can bet your opponent is going to try to bury you in the mat.

By pushing both buttons at once, you select a power move — Randy Savage's flying elbow, Ultimate Warrior's warrior wallop, and so on — which are devastating to your opponent, but difficult to land. Use these



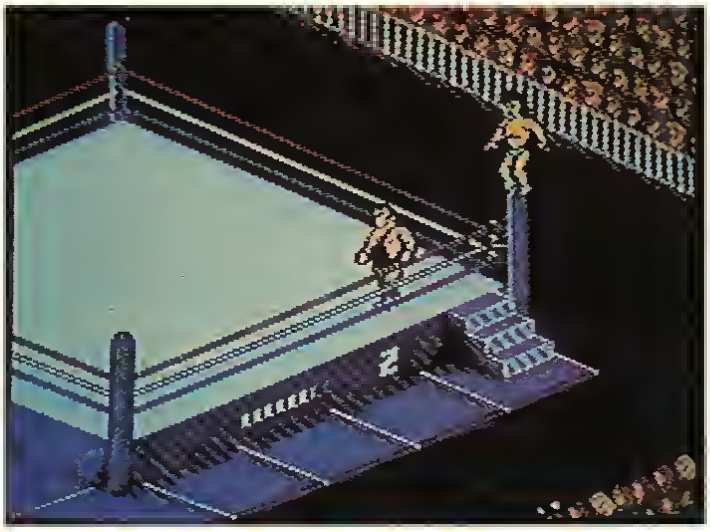
Flying jump-kicks can knock your opponent for a loop, but use them with caution — they're not easy to perform and may sometimes be more trouble than they're worth.



If you throw your opponent out of the ring, you can jump out after him and keep wrestling. Don't stay there too long, though — you'll get called out.

only when you're in trouble or your opponent is already weak. Remember that your energy is reduced each time you use a power move, so if your opponent ducks your blow, you've put yourself in double jeopardy.

One good trick is to trap your opponent against the ropes — especially in the corner, where he has nowhere to go. Keep hitting the B button while he's trying to get up, and you stand a good chance of slamming him again as he gets up off the canvas.



Each wrestler has his own attack from the cornerpost. From here, you can attack your own partner, your opponent in the ring, or his partner off to the side.

As your opponent's energy meter gets lower during tag-team matches, he tries to switch out. Don't let him! If you keep between him and his side of the ring, you can grab him, then go for a pin. If he manages to tag up, you must face a new opponent who's still got full energy. And remember that when *your* energy gets low, your foe will try to block you as well.

Wrestlemania Challenge will probably appeal most to younger players. It isn't a particularly difficult game — the moves are simple to master, and with a little practice your opponents aren't that formidable. It's not a particularly violent game, either. Even though it's based on a fairly tough "sport," the action is basically silly, and it never plays rougher than a Saturday cartoon.

GP

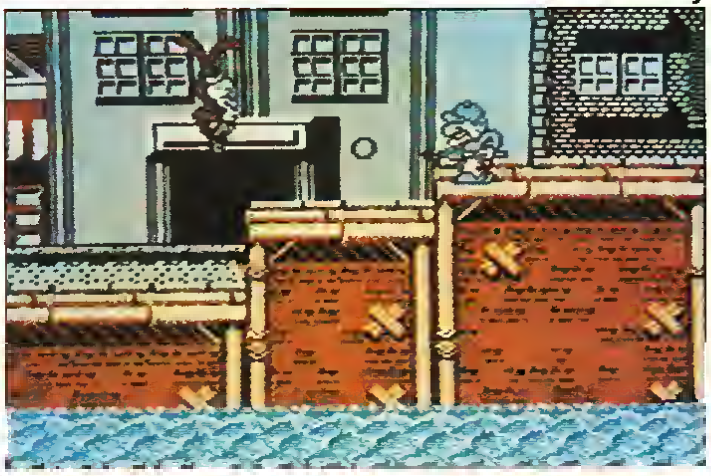


If you lose, you get a rematch, but during the eight-man challenge you have a limited number of second chances.

LJN
(a division of Acclaim)
71 Audrey Avenue; Oyster Bay, NY 11771

Yo! Noid

Lisa M. Bouchey



If you don't watch your step on the wharf, you may get flapped by a flying fish or flattened by a heavyweight.

Ronald McDonald has his fry-goblins and Domino's Pizza has its Noid — a little gremlin who lives to cause trouble for the fast-food industry. But now the Noid is taking a break from the pizza-busting business to give crime-busting a try. Something's rotten in the Big Apple and only the Noid can stop the shenanigans.



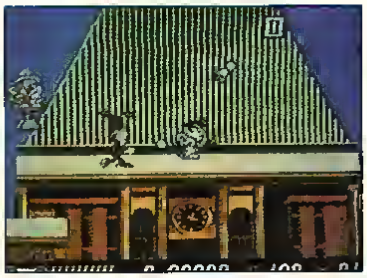
After each odd-numbered round, the Noid and Mr Green go head-to-head in pizza-eating contests Collect as many scrolls as possible during regular rounds — you'll have a heartier appetite at the pizzeria.

In *Yo! Noid*, the tables are turned on the pizza-loving prankster He's used to causing problems, but now he's getting blamed for pranks that aren't his. Before the Noid pulls out his ears in frustration, you must help him stop the antics. Unfortunately, the brain behind the pranks is Mr. Green, a Noid look-alike — so it looks like you're in for double trouble

The bad guys are everywhere you turn You're peppered with flying fish and prowling henchmen on the waterfront, but when you escape to the skateboard ramps in Central Park, kamikaze dive bombers try to cut your ride short.

Luckily, you've got quite an arsenal to throw back at them. The Noid is a whiz with a yo-yo, and he's got a shoot-the-moon move that throws bad guys for a loop. When you're not bonking the bad guys with your yo-yo, open scrolls to learn magic spells and symbols.

Once you have a magic symbol and enough power to spin a spell, you can use magic to stop the pranksters. You score points for every bad guy you put out of business. If magic and your yo-yo just won't do the trick, try one of your incredible inventions. Once you figure out how to use the



The Noid is a whiz with a yo-yo The best trick to master is the shoot-the-moon move — the yo-yo spins out and knocks enemies flat on their backs. Press the B button to shoot-the-moon and stop any bad guys in your way.



This is no ordinary skateboard — it's a hyperboard. You won't have any trouble zipping past the bad guys on this four-wheeled speedster.



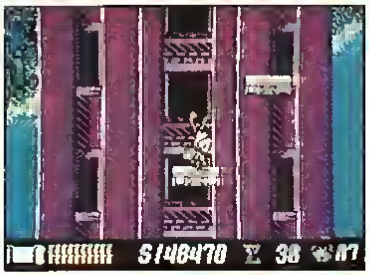
You should take to the skies to put an end to the trouble-making Mr Green — the ornithopter is just the thing to help you fly like a bird.

hyperboard, the pizza crusher, and the ornithopter, the troublemakers don't stand a chance.

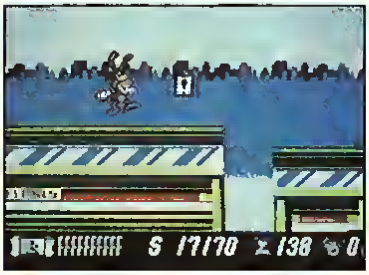
You start each round with three lives. If the bad guys get close enough to lay a hand on you, you lose one life. As long as you have life left the round starts over, but if you lose all three lives, the game ends.

Following such hits as *DuckTales*, *Chip 'n Dale Rescue Rangers*, and *Mega Man 2*, *Yo! Noid* is Capcom's latest addition to its library of children's games. A great game to play while waiting for a pizza to be delivered, the entertaining graphics and lack of violence should find players of all ages hooked on *Yo! Noid* — for 30 minutes or more.

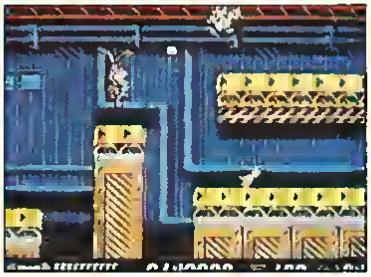
GP



Keep an eye on the hourglass at the bottom of the screen. You start each round with 140 units of time, but it ticks off quickly. If time runs out, you lose the round.



Grab all the strange symbols you come across — they're keys to magic spells. If you have a symbol for a spell and enough power to support it, you can use magic against the bad guys.



Collecting scrolls boosts your magic powers, but you have to grab them in midair. The more scrolls you collect, the more pizza you'll be able to eat in the bonus round.

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